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Base Set - Corporation

Agenda

AI CHIEF FINANCIAL OFFICER

Rarity: Rare

Difficulty: 5

Type: Agenda - Asset

Game Text: A: Shuffle cards stored in HQ and the Archives into R&D; then draw five cards.

Flavour Text: "I think it's 'preferred' stock because their AI financial adviser prefers not to risk changing the board of directors!"

Value: 2

Artist: Pete Venters

ARTIFICIAL SECURITY DIRECTORS

Rarity: Rare

Difficulty: 3

Type: Agenda - Research

Game Text: Difficulty of Black Ops agendas is reduced by 1.

Flavour Text: "We noticed a while ago that security directors developing cyberpsychosis - becoming less and less human - increased the effectiveness of our Black Ops dramatically. Unfortunately, they quickly became too unstable to be useful. This new program should solve all these problems, and more." - Erin Devlin, WuTech COO

Value: 1

Artist: Fellwalker & Tolen

BIOWEAPONS ENGINEERING

Rarity: Rare

Difficulty: 4

Type: Agenda - Research

Game Text: Each source of meat damage inflicts +1 meat damage.

Value: 3

Artist: Doug Chaffee

BLACK ICE QUALITY ASSURANCE

Rarity: Rare

Difficulty: 5

Type: Agenda - Black Ops - Research

Game Text: All black ice has +2 strength.

Value: 2

Artist: James Allen Higgins

CORPORATE BOON

Rarity: Vital

Difficulty: 6

Type: Agenda - Asset

Game Text: Put four Boon counters on Corporate Boon when you score it. Boon counter: Gain an action. Use this ability only once per turn and only during your turn.

Value: 2

Artist: Mike Kimble

CORPORATE COUP

Rarity: Vital
Difficulty: 5
Type: Agenda - Black Ops
Game Text: Put [15] from the bank on Corporate Coup when you score it. A: Take [3] from Corporate Coup, if it has any bits.
Flavour Text: "Here a new style of crime became manifest: death as administrative action." - Horst Kruger
Value: 2
Artist: Dave Pilurs

CORPORATE DOWNSIZING

Rarity: Vital
Difficulty: 3
Type: Agenda - Gray Ops
Game Text: When you score Corporate Downsizing, show to Runner any number of agenda cards stored in HQ. Gain bits equal to twice the combined agenda points of these cards; then shuffle them into R&D.
Flavour Text: "'Rightsizing.' The word is 'rightsizing.'"
Value: 2
Artist: James Allen Higgins

CORPORATE RETREAT

Rarity: Vital
Difficulty: 4
Type: Agenda - Gray Ops
Game Text: You lose the following ability as soon as you rez or install any card.
A: Gain [2].
Flavour Text: Hard work has a future payoff. Laziness pays off now.
Value: 3
Artist: Doug Keith

CORPORATE WAR

Rarity: Vital
Difficulty: 3
Type: Agenda - Black Ops
Game Text: If you have [12] or more bits in your pool when you score Corporate War, gain [12]; otherwise, lose all bits.
Flavour Text: The greatest casualty of the early corporate wars was the middle class.
Value: 3
Artist: Greg Staples

DATA FORT RECLAMATION

Rarity: Vital
Difficulty: 4
Type: Agenda - Gray Ops
Game Text: Gain [10] and choose up to four cards stored in HQ when you score Data Fort Reclamation. Create a new data fort using the cards chosen. Install the cards one at a time; you may rez them when you install them. Then, return to the bank any of the [10] not spent.
Value: 2
Artist: Jonnie Wilder

DETROIT POLICE CONTRACT

Rarity: Vital
Difficulty: 4
Type: Agenda - Black Ops
Game Text: Put [12] from the bank on Detroit Police Contract when you score it. Take [2] from Detroit Police Contract, if it has any bits, at the start of each of your turns.
Flavour Text: Corporate security forces are infamous for employing lethal force as a means of reducing overhead.
Value: 1
Artist: Doug Chaffee

EMPLOYEE EMPOWERMENT

Rarity: Vital
Difficulty: 4
Type: Agenda - Gray Ops
Game Text: You may choose to draw an additional card at the start of each of your turns.
A: Draw two cards.
Flavour Text: "Be glad you don't get all the management the company pays for."
Value: 3
Artist: Dan Frazier

ENCRYPTION BREAKTHROUGH

Rarity: Rare
Difficulty: 5
Type: Agenda - Research
Game Text: All code gates have +1 strength. When you score Encryption Breakthrough, reveal as many code gates as you wish. Then, gain [1] for each revealed or rezzed code gate.
Value: 2
Artist: Kim Francisco

EXECUTIVE EXTRACTION

Rarity: Rare
Difficulty: 3
Type: Agenda - Black Ops
Game Text: Difficulty of Gray Ops agendas is reduced by 1.
Flavour Text: Sometimes an executive gets tired of waiting for doors to open within her organization, so she asks a rival corp to open the wall for her instead.
Value: 1
Artist: Dan Frazier

GENETICS-VISIONARY ACQUISITION

Rarity: Rare
Difficulty: 3
Type: Agenda - Gray Ops
Game Text: Difficulty of Research agendas is reduced by 1.
Flavour Text: "The more valuable you are to the corporation, the harder they fight to keep you: witness these casualty figures."
Value: 1
Artist: Doug Shuler

HOSTILE TAKEOVER

Rarity: Vital
Difficulty: 3
Type: Agenda - Gray Ops
Game Text: Gain [5] when you score Hostile Takeover.
Flavour Text: "Tell the Director I'm sorry, but I can't seem to find any reference to 'intact' in the mercenaries' contract."
Value: 1
Artist: Doug Shuler

ICE TRANSMUTATION

Rarity: Vital
Difficulty: 5
Type: Agenda - Research
Game Text: Choose a piece of rezzed ice when you score Ice Transmutation. That ice now has +1 strength, and each subroutine on it is repeated once. Treat this as if each repeated subroutine appeared immediately after the original subroutine.
Value: 3
Artist: T. Brian Wagner

MAIN-OFFICE RELOCATION

Rarity: Vital
Difficulty: 4
Type: Agenda - Gray Ops
Game Text: Hand size +2
Flavour Text: Corporate relocation efforts have become a much riskier proposition since the advent of the corporate war. Often, a corp's security teams will have to arrange armored convoys to prevent thefts.
Value: 3
Artist: Mike Kimble

MARINE ARCOLOGY

Rarity: Vital
Difficulty: 3
Type: Agenda - Asset
Game Text: A, A: Gain [3].
Flavour Text: "We could have accepted that bid, but in Nipponese wet real estate there're ultimately two kinds of construction: tsunami spec ... and bait bucket."
Value: 2
Artist: Ernie Chan

NETWATCH OPERATIONS OFFICE

Rarity: Vital
Difficulty: 5
Type: Agenda - Asset
Game Text: A: Trace2 - If trace is successful, give Runner a tag.
Flavour Text: "These Netwatch goons are okay, but I'm thinking we should have started own police program instead."
Value: 2
Artist: Christina Wald

ON-CALL SOLO TEAM

Rarity: Vital

Difficulty: 4

Type: Agenda - Asset

Game Text: A: Do 1 meat damage. Use this ability only if Runner is tagged.

Flavour Text: "Corporate solo teams operate much like government death squads, with the primary difference being that solo teams aren't clumsy enough to let themselves be exposed."

Value: 3

Artist: Matt Wilson

POLITICAL COUP

Rarity: Vital

Difficulty: 4

Type: Agenda - Black Ops

Game Text: Put [12] from the bank on Political Coup when you score it.

A: Take [3] from Political Coup, if it has any bits.

Flavour Text: "Assassination is the extreme form of censorship." - George Bernard Shaw, The Rejected Statement

Value: 2

Artist: Ernie Chan

POLITICAL OVERTHROW

Rarity: Rare

Difficulty: 9

Type: Agenda - Black Ops

Game Text: A: Gain [3].

Flavour Text: "You know, these small island countries are becoming less and less of a challenge."

Value: 6

Artist: Doug Chaffee

POLYMER BREAKTHROUGH

Rarity: Vital

Difficulty: 6

Type: Agenda - Research

Game Text: Gain [1] at the start of each of your turns.

Value: 3

Artist: Kevin Taylor

PRIORITY REQUISITION

Rarity: Vital

Difficulty: 5

Type: Agenda - Gray Ops

Game Text: You may rez a piece of ice, at no cost, when you score Priority Requisition.

Flavour Text: "I just gave the big guy a rundown of last month's security breaches, and bingo! we've got a new budget."

Value: 3

Artist: Kevin Stein

PRIVATE CYBERNET POLICE

Rarity: Vital

Difficulty: 7

Type: Agenda - Asset

Game Text: A: Trace5 - If trace is successful, give Runner a tag.

Flavour Text: "Seen a pink panda about yay high come through this BBS lately? No? Well, here's my hypercard anyway; if you notice anything unusual, just drop me a line."

Value: 2

Artist: Brian Booker

PROJECT BABYLON

Rarity: Vital

Difficulty: 3

Type: Agenda - Black Ops

Game Text: Score 1 additional agenda point for every two advancement counters over Project Babylon's difficulty that are on Project Babylon when you score it.

Value: 1

Artist: Greg Staples

SECURITY NET OPTIMIZATION

Rarity: Vital

Difficulty: 5

Type: Agenda - Gray Ops

Game Text: Choose a fort when you score Security Net Optimization. That fort gives all ice installed on it +1 strength.

Flavour Text: "Obsolete? Upgrade it ... yesterday."

Value: 3

Artist: Chris Vande Voort

SECURITY PURGE

Rarity: Rare

Difficulty: 3

Type: Agenda - Gray Ops

Game Text: Show the top three cards of R&D to Runner when you score Security Purge. If any of those cards are ice, install and rez them, at no cost. Trash the rest of those cards.

Value: 2

Artist: Ramon Mascarenas

STRIKE FORCE KALI

Rarity: Rare

Difficulty: 6

Type: Agenda - Asset

Game Text: A: Do 2 meat damage. Use this ability only if Runner is tagged.

Flavour Text: "What's it mean? Kali's a hellacious goddess of destruction with multiple hands - you figure it out."

Value: 3

Artist: Richard Thomas

SUBSIDIARY BRANCH

Rarity: Vital
Difficulty: 6
Type: Agenda - Gray Ops
Game Text: Gain an action during each of your turns.
Flavour Text: "It's an off-site location for our creative talent; we call it 'the bomb shelter from bureaucracy.'"
Value: 1
Artist: Anthony Petrarca

SUPERIOR NET BARRIERS

Rarity: Rare
Difficulty: 6
Type: Agenda - Research
Game Text: All walls have +1 strength. When you score Superior Net Barriers, reveal as many walls as you wish. Then, gain [1] for each revealed or rezzed wall.
Value: 3
Artist: Ramon Mascareñas

TYCHO EXTENSION

Rarity: Vital
Difficulty: 4
Type: Agenda - Asset
Game Text: -
Flavour Text: "Of course I fired him for playing games on duty! We can't have our sysops idling on the job. Remember the last time a corporation tried to extend the colony? A runner edited the blueprints, and the airlock system failed. Some asteroid miners spotted the bodies floating by 'bout a month ago."
Value: 4
Artist: Lawrence Brown

ICE**ASP**

Rarity: Common
Cost: 4
Type: Ice - Sentry - Flatline
Game Text: *Trace5 - If trace is successful, end the run, and Runner cannot run again until Runner takes an action to pay [1].
Flavour Text: Oh how sharper than a serpent's tooth is one of these suckers clamped onto the boot sector of a drive!
Strength: 4
Artist: Mark Poole

BALL AND CHAIN

Rarity: Uncommon
Cost: 2
Type: Ice - Code Gate
Game Text: *For the remainder of the run, Runner must pay [2] when encountering a piece of ice, in addition to any other costs, or end the run.
Strength: 5
Artist: Robert McLees

BANPEI

Rarity: Common

Cost: 4

Type: Ice - Sentry - Killer

Game Text: *Trash a program.

*End the run.

Flavour Text: The survival of Bushido into cyberspace has spiritual significance to many execs.

Strength: 0

Artist: Doug Shuler

BOLTER CLUSTER

Rarity: Common

Cost: 7

Type: Ice - Sentry - AP - Hellbolt

Game Text: *Do 4 Net damage.

*Runner cannot break any subroutines of the next piece of ice encountered during the run.

Strength: 4

Artist: Norm Dwyer

CANIS MAJOR

Rarity: Uncommon

Cost: 0

Type: Ice - Sentry - Watchdog

Game Text: *For the remainder of the run, all further ice is encountered at +2 strength.

Strength: 4

Artist: Ash Arnett

CANIS MINOR

Rarity: Uncommon

Cost: 0

Type: Ice - Sentry - Watchdog

Game Text: *For the remainder of the run, all further ice is encountered at +1 strength.

Strength: 5

Artist: Mark Collen

CERBERUS

Rarity: Common

Cost: 11

Type: Ice - Sentry - AP - Black Ice - Hellhound

Game Text: *Do 3 Net damage.

*Trace5 - If trace is successful, give Runner a Cerberus counter. Each Cerberus counter does 2 Net damage at the start of each run. Runner may remove a Cerberus counter by taking an action to spend [4].

*End the run.

Strength: 5

Artist: Robert McLees

CINDERELLA

Rarity: Uncommon

Cost: 8

Type: Ice - Sentry - AP - Black Ice - Firestarter

Game Text: *Trace6 - If trace is successful, end the run, trash a piece of hardware, and do 2 meat damage. This damage cannot be prevented.

Strength: 6

Artist: Kaja Foglio

CODE CORPSE

Rarity: Uncommon

Cost: 10

Type: Ice - Sentry - AP - Black Ice

Game Text: *Do 1 brain damage.

*Do 1 brain damage.

Flavour Text: Nothing turns a wannabe into a coulda-been faster then rewriting the forebrain from the inside out.

Strength: 5

Artist: Brian Booker

CORTICAL SCANNER

Rarity: Rare

Cost: 7

Type: Ice - Code Gate

Game Text: *End the run.

*End the run.

*End the run.

Flavour Text: Your brain's the key.

Strength: 3

Artist: Robert McLees

CORTICAL SCRUB

Rarity: Common

Cost: 7

Type: Ice - Sentry - AP - Black Ice - Brainwipe

Game Text: *Do 1 brain damage.

*End the run.

Flavour Text: "Sounds nice and hygienic, eh?"

Strength: 3

Artist: Mark Tedin

CRYSTAL WALL

Rarity: Common

Cost: 4

Type: Ice - Wall

Game Text: *End the run.

Flavour Text: "Yeah, the 'crystal' stuff is about as thick as walls get. But that just means the crunching noise are that much more gratifying when I hammer through it." - Kiyote

Strength: 3

Artist: John Casebeer

D' ARC KNIGHT

Rarity: Common

Cost: 6

Type: Ice - Sentry - Killer

Game Text: *Trash a program.

*End the run.

Flavour Text: "Do your worst, churl! I do not fear your best killers, your fastest evasion programs, your canniest AI routines. All of these I will face and defeat."

Strength: 2

Artist: Doug Shuler

DATA DARTS

Rarity: Uncommon

Cost: 5

Type: Ice - Sentry - AP - Hellbolt

Game Text: *Do 3 Net damage.

*Runner cannot break any subroutines of the next piece of ice encountered during the run.

Strength: 3

Artist: Robert McLees

DATA NAGA

Rarity: Uncommon

Cost: 9

Type: Ice - Sentry - Killer

Game Text: *Trash a program.

*End the run.

Flavour Text: "As it says in the Upanishads, O thief: 'You have a right to your labor, but not to the fruits of your labor.'"

Strength: 5

Artist: Kaja Foglio

DATA RAVEN

Rarity: Uncommon

Cost: 5

Type: Ice - Sentry

Game Text: *Trace5 - If trace is successful, give Runner a tag and a Data Raven counter. Each Data Raven counter gives Runner a tag at the start of each of his or her turns. Runner may remove a Data Raven counter by taking an action to pay [1].

Strength: 5

Artist: Matt Milberger

DATA WALL

Rarity: Common

Cost: 1

Type: Ice - Wall

Game Text: *End the run.

Strength: 0

Artist: Jonnie Wilder

DATA WALL 2.0

Rarity: Common

Cost: 2

Type: Ice - Wall

Game Text: *End the run.

Flavour Text: "Can't those chimps in Marketing come up with a different name? This isn't just version 2.0 - it's a complete different program!"

Strength: 1

Artist: Jonnie Wilder

ENDLESS CORRIDOR

Rarity: Rare

Cost: 4

Type: Ice - Code Gate

Game Text: *End the run.

*End the run.

Flavour Text: The light at the end of the tunnel's been turned off to reduce overhead.

Strength: 2

Artist: Anthony Petrarca

FANG

Rarity: Common

Cost: 5

Type: Ice - Sentry - PitBull

Game Text: *Trace4 - If trace is successful, end the run, and Runner cannot run again until Runner takes an action to pay [2].

Flavour Text: "We provide guide dogs for the morally blind." - Arthur Cohn, JYD Security Enterprises

Strength: 4

Artist: Kim Francisco

FANG 2.0

Rarity: Common

Cost: 6

Type: Ice - Sentry - PitBull

Game Text: *Trace5 - If trace is successful, end the run, and Runner cannot run again until Runner takes an action to pay [2].

Strength: 5

Artist: Anson Maddocks

FATAL ATTRACTOR

Rarity: Rare

Cost: 1

Type: Ice - Sentry - AP - Black Ice

Game Text: *The next time Runner encounters a piece of ice during the run, do 3 Net damage unless Runner breaks all subroutines of that piece of ice.

Strength: 4

Artist: Mark Tedin

FETCH 4.0.1

Rarity: Common

Cost: 0

Type: Ice - Sentry - Bloodhound

Game Text: *Trace3 - If trace is successful, give Runner a tag.

Strength: 3

Artist: Kim Francisco

FILTER

Rarity: Common

Cost: 0

Type: Ice - Code Gate

Game Text: *End the run.

Flavour Text: Friendly even to numerically challenged employees, it accepts transposed numerals in the access codes.

Strength: 0

Artist: Daniel Gelon

FIRE WALL

Rarity: Common

Cost: 5

Type: Ice - Wall

Game Text: *End the run.

Flavour Text: "Heat without tissue damage compliments of nerve induction."

Strength: 4

Artist: Kim Francisco

FRAGMENTATION STORM

Rarity: Uncommon

Cost: 6

Type: Ice - Sentry - Flatline

Game Text: *Trace4 - If trace is successful, end the run and trash a program, and Runner cannot run again until Runner takes an action to pay [1].

Strength: 4

Artist: Fellwalker & Tolen

HAUNTING INQUISITION

Rarity: Rare

Cost: 8

Type: Ice - Code Gate

Game Text: *Runner cannot make another run during his or her next six actions.

*End the run.

Flavour Text: "It's just another nightmare, Johnny. Towel off and go back to sleep."

Strength: 6

Artist: Robert McLees

HOMEWRECKER [TM]

Rarity: Common

Cost: 7

Type: Ice - Sentry - AP - Black Ice - Firestarter

Game Text: *Trace5 - If trace is successful, end the run, trash a piece of Hardware, and do 2 meat damage. This damage cannot be prevented.

Flavour Text: "It does more than discourage intrusions - it keep our fire department contract in the black."

Strength: 5

Artist: Mark Tedin

HUNTER

Rarity: Uncommon

Cost: 2

Type: Ice - Sentry - Bloodhound

Game Text: *Trace5 - If trace is succesful, give Runner a tag.

Strength: 5

Artist: Kim Francisco

ICE PICK WILLIE

Rarity: Common

Cost: 5

Type: Ice - Sentry - Killer

Game Text: *Trash a program.

*End the run.

Flavour Text: "Nice 'breaker you got there. Hate to see anything happen to it."

Strength: 1

Artist: Mark Poole

JACK ATTACK

Rarity: Uncommon

Cost: 3

Type: Ice - Sentry - AP

Game Text: *For the remainder of the run, Runner cannot jack out.

*Trace5 - If trace is succesful, give Runner a tag.

Strength: 3

Artist: Anson Maddocks

KEEPER

Rarity: Common

Cost: 4

Type: Ice - Code Gate

Game Text: *End the run.

Flavour Text: All computers wait at the same speed.

Strength: 4

Artist: Daniel Gelon

LASER WIRE

Rarity: Rare
Cost: 4
Type: Ice - Wall
Game Text: *Do 1 Net damage.
*End the run.
Strength: 2
Artist: Kim Francisco

LICHE

Rarity: Uncommon
Cost: 14
Type: Ice - Sentry - AP - Black Ice
Game Text: *Do 1 brain damage.
*Do 1 brain damage.
*Do 1 brain damage.
*End the run.
Strength: 6
Artist: Mark Poole

MASTIFF

Rarity: Uncommon
Cost: 12
Type: Ice - Sentry - AP - Black Ice - Hellhound
Game Text: *Do 1 brain damage.
*Do 1 Net damage.
*For the remainder of the run, all ice is encountered at +1 strength.
*Trace5 - If trace is successful, give Runner a Mastiff counter. Each Mastiff counter does 1 brain damage at the start of each run. Runner may remove a Mastiff counter by taking an action to spend [4].
*End the run.
Strength: 5
Artist: Doug Shuler

MAZER

Rarity: Uncommon
Cost: 5
Type: Ice - Code Gate
Game Text: *End the run.
Flavour Text: "Some Greek software house makes a variant that includes a killer with a minotaur motif. If you take too long to get through, it sics the minotaur on you, instead of cutting your connection. lame cliches never die, I guess."
- Spider Murphy
Strength: 5
Artist: Daniel Gelon

NERVE LABYRINTH

Rarity: Rare

Cost: 6

Type: Ice - Code Gate

Game Text: *Do 2 Net damage.

*End the run.

Flavour Text: "If you're authorized, it's a smooth ride through; if you're not, you get a brain-twist of someone else's idea of normalcy." - Spider Murphy

"But it's a great training ground for navigating wilderspace." - Rache Bartmoss

Strength: 4

Artist: Anson Maddocks

NEURAL BLADE

Rarity: Common

Cost: 4

Type: Ice - Sentry - AP

Game Text: *Do 1 Net damage.

*Runner cannot break any subroutines of the next piece of encountered during the run.

Strength: 4

Artist: Mark Poole

PI IN THE 'FACE

Rarity: Common

Cost: 5

Type: Ice - Sentry - DecKrash

Game Text: *End the run.

Flavour Text: "Nyuk, nyuk, nyuk ... "

Strength: 3

Artist: Robert McLees

POCKET VIRTUAL REALITY

Rarity: Uncommon

Cost: 7

Type: Ice - Sentry

Game Text: *Trace6 - If trace is succesful, give Runner a tag.

*Trace6 - If trace is succesful, give Runner a tag.

Whenever Pocket Virtual Reality is encountered, gain [4]. Use these bits only to pay for the above traces. When the encounter ends, return to the bank any of the [4] you did not spend.

Strength: 4

Artist: Fellwalker & Tolen

QUANDARY

Rarity: Common

Cost: 2

Type: Ice - Code Gate

Game Text: *End the run.

Flavour Text: "So many decisions, so little ti- "

Strength: 2

Artist: Daniel Gelon

RAZOR WIRE

Rarity: Rare
Cost: 6
Type: Ice - Wall
Game Text: *Do 2 Net damage.
*End the run.
Strength: 3
Artist: John Casebeer

REINFORCED WALL

Rarity: Rare
Cost: 8
Type: Ice - Wall
Game Text: *End the run.
*End the run.
Strength: 4
Artist: Kim Francisco

REX

Rarity: Common
Cost: 4
Type: Ice - Sentry - PitBull
Game Text: *Trace3 - If trace is succesful, end the run, and Runner cannopt run again until Runner takes an action to pay [2].
Strength: 3
Artist: Brian Booker

ROCK IS STRONG

Rarity: Uncommon
Cost: 6
Type: Ice - Wall
Game Text: *End the run.
Flavour Text: "I hear we have to watch out for a new icebreaker called 'Paper is True.'"
Strength: 5
Artist: Anson Maddocks

SCRAMBLE

Rarity: Common
Cost: 3
Type: Ice - Code Gate
Game Text: *End the run.
Strength: 3
Artist: Daniel Gelon

SENTINELS PRIME

Rarity: Uncommon
Cost: 8
Type: Ice - Sentry - Killer
Game Text: *Trash a program.
*End the run.
Strength: 4
Artist: Kevin Taylor

SHOCK.R

Rarity: Uncommon

Cost: 1

Type: Ice - Sentry - AP - Stun

Game Text: *Runner cannot break any subroutines of the next piece of ice encountered during the run, and cannot jack out until after that encounter.

Strength: 3

Artist: Mark Collen

SHOTGUN WIRE

Rarity: Rare

Cost: 8

Type: Ice - Wall

Game Text: *Do 2 Net damage.

*End the run.

Strength: 5

Artist: Kim Francisco

SLEEPER

Rarity: Common

Cost: 1

Type: Ice - Code Gate

Game Text: *End the run.

Strength: 1

Artist: Daniel Gelon

TKO 2.0

Rarity: Common

Cost: 7

Type: Ice - Sentry - AP - Knockout

Game Text: *End the run, and Runner forgoes his or her next action.

Flavour Text: "There's nothing like a right hook to the left side of your brain to throw you a loop." - Digital Dana

Strength: 4

Artist: John Casebeer

TOO MANY DOORS

Rarity: Rare

Cost: 1

Type: Ice - Sentry

Game Text: *Secretly spend [0], [1], or [2]; Runner does the same. Then you and Runner reveal how much each of you spent. End the run unless you spent as many bits as Runner spent.

Strength: 3

Artist: Pete Venters

TRIGGERMAN

Rarity: Common

Cost: 7

Type: Ice - Sentry - Killer

Game Text: *Trash a program.

*End the run.

Flavour Text: "Sweetheart, the emotional processing of two lonely ROM constructs isn't allocated a megabyte of RAM in this crazy world."

Strength: 3

Artist: Mike Kimble

TUTOR

Rarity: Rare

Cost: 4

Type: Ice - Code Gate

Game Text: *For the remainder of the run, all ice encountered has an additional subroutine, "*End the run," after all other subroutines.

Strength: 5

Artist: Mark Collen

VACUUM LINK

Rarity: Rare

Cost: 3

Type: Ice - Sentry - Random

Game Text: *Roll a die. If you roll a 1, 2, or 3, Runner resumes the run from that many pieces of rezzed ice back, or jacks out. If there are not that many pieces of ice, Runner returns to the first piece of ice.

Strength: 5

Artist: Robert McLees

VIRAL 15

Rarity: Uncommon

Cost: 5

Type: Ice - Sentry

Game Text: *For the remainder of the run, Runner must pay [1] to jack out, in addition to any other costs.

*For the remainder of the run, Runner trashes an installed after passing each piece of rezzed ice, including Viral 15, unless Runner jacks out.

Strength: 3

Artist: Robert McLees

VIRIZZ

Rarity: Uncommon

Cost: 2

Type: Ice - Sentry

Game Text: *For the remainder of the run, Runner must pay an additional [1] to break each ice subroutine.

Strength: 4

Artist: Doug Shuler

WALL OF ICE

Rarity: Rare
Cost: 13
Type: Ice - Wall
Game Text: *Do 2 Net damage.
*Do 2 Net damage.
*End the run.
*End the run.
Strength: 6
Artist: Mark Tedin

WALL OF STATIC

Rarity: Common
Cost: 3
Type: Ice - Wall
Game Text: *End the run.
Strength: 2
Artist: Kim Francisco

ZOMBIE

Rarity: Common
Cost: 9
Type: Ice - Sentry - AP - Black Ice
Game Text: *Do 1 brain damage.
*Do 1 brain damage.
*End the run.
Flavour Text: Every time a runner encounters a Zombie again, she's gotta be sayin' to herself, "You used to be smarter than this!"
Strength: 4
Artist: Pete Venters

Nodes**ACME SAVINGS AND LOAN**

Rarity: Uncommon
Cost: 0
Type: Node - Transaction
Game Text: Rezding ACME S&L costs 1 agenda point, in addition to the normal cost. When you rez ACME S&L, gain [12] and trash ACME S&L. For the remainder of the game, pay [1] at the end of each of your turns, or lose the game. You can remove this effect, and score 1 agenda point, by taking an action to pay [12].
Trash: 0
Artist: Ramon Mascareñas

BBS WHISPERING CAMPAIGN

Rarity: Common
Cost: 0
Type: Node - Advertisement
Game Text: Put [16] from the bank on BBS Whispering Campaign when you rez it. When all the bits have been removed, trash BBS Whispering Campaign.
A: Take [2] from BBS Whispering Campaign.
Trash: 4
Artist: Kevin Taylor

BLOOD CAT

Rarity: Rare

Cost: 6

Type: Node - AI

Game Text: A: Trace5 - If trace is successful, give Runner a tag.

Flavour Text: "These break-ins are unacceptable. Put the Cat on him. I want this character tagged so tight we know when he sheds a hair!"

Trash: 0

Artist: Larry Friedman

BRAINDANCE CAMPAIGN

Rarity: Common

Cost: 6

Type: Node - Advertisement - Gray Ops

Game Text: Put [12] from the bank on Braindance Campaign when you rez it. Take [2] from Braindance Campaign at the start of each of your turns. When all the bits have been removed, trash Braindance Campaign.

Flavour Text: "So it's a subliminal. What they don't know won't hurt them."

Trash: 7

Artist: Heather Hudson

CHICAGO BRANCH

Rarity: Uncommon

Cost: 2

Type: Node - Asset

Game Text: A, [3]: Add two advancement counters to an installed card that can be advanced.

Trash: 1

Artist: Anthony Petrarca

CITY SURVEILLANCE

Rarity: Rare

Cost: 1

Type: Node - Gray Ops

Game Text: For each card Runner draws, give Runner a tag unless Runner pays [1], in addition to any other costs, to avoid receiving that tag. You may rez City Surveillance just before the card is drawn.

Trash: 2

Artist: Sue Ann Harkey

CORPORATE NEGOTIATING CENTER

Rarity: Rare

Cost: 0

Type: Node - Asset

Game Text: At the start of each of your turns, gain [1] for each agenda card stored in HQ that you show to Runner.

Flavour Text: "That which does not get me fired makes me more valuable to the corporation." - Dave Michaels, Microtech Special Ops

Trash: 3

Artist: Roger Coad

CORPRUNNER'S SHATTERED REMAINS

Rarity: Uncommon

Cost: 2

Type: Node - Ambush

Game Text: You may advance Shattered Remains before and after you rez it. When Runner accesses Shattered Remains, it destroys one piece of hardware for each advancement counter on it.

Flavour Text: "It's not that I like screwing you up. It's just that they got me wired so I feel the routines like bugs on my neck, so believe it, brother - I'm gonna swat!"

Trash: 0

Artist: Mark Collen

COWBOY SYSOP

Rarity: Uncommon

Cost: 0

Type: Node

Game Text: A: Choose one of your installed cards to be uninstalled. Store it in HQ.

Trash: 3

Artist: Mark Tedin

DATA MASONS

Rarity: Rare

Cost: 1

Type: Node

Game Text: Cost to rez walls is reduced by [2]. All walls have +1 strength.

Flavour Text: "'An eye on top of a pyramid'? No, that's not our Net logo; you must have us confused with another outfit."

Trash: 1

Artist: Sue Ann Harkey

DEPARTMENT OF TRUTH ENHANCEMENT

Rarity: Uncommon

Cost: 2

Type: Node - Gray Ops

Game Text: A: Put [3] from the bank on Department of Truth Enhancement.

A: Take all the bits from Department of Truth Enhancement.

Flavour Text: "We don't lie. We use statistics." - Scott H. Warner, Department Coordinator

Trash: 1

Artist: Matt Wilson

DISINFECTANT, INC.

Rarity: Rare

Cost: 0

Type: Node

Game Text: You may pay [1] to avoid receiving a Virus counter. Use this ability only once each turn.

Trash: 4

Artist: Rob Dixon

ENCODER, INC.

Rarity: Rare

Cost: 0

Type: Node

Game Text: Cost to rez code gates is reduced by [1]. All code gates have an additional subroutine, "*End the run," after all other subroutines.

Trash: 1

Artist: Todd Wade

ESA CONTRACT

Rarity: Uncommon

Cost: 0

Type: Node

Game Text: A: Draw two cards.

Flavour Text: "You know that orange toothpaste that suppresses your appetite? Yup, that came out of the space program too."

Trash: 3

Artist: Ramon Mascareñas

EUROMARKET CONSORTIUM

Rarity: Uncommon

Cost: 2

Type: Node

Game Text: Hand size +2

A, [1]: Draw two cards.

Trash: 4

Artist: Doug Chaffee

EXPERIMENTAL AI

Rarity: Uncommon

Cost: 2

Type: Node - AI - Ambush

Game Text: You may advance Experimental AI before and after you rez it. When Runner accesses Experimental AI, it destroys one program for each advancement counter on it.

Trash: 0

Artist: Mike Kimble

FORTRESS ARCHITECTS

Rarity: Rare

Cost: 0

Type: Node

Game Text: Cost to install ice is reduced by [1].

Flavour Text: "You want us to build that? Not even God has the money to afford that!"
"You're working for Saburo Arasaka, not God."

Trash: 3

Artist: Fellwalker & Tolen

HACKER TRACKER CENTRAL

Rarity: Uncommon

Cost: 0

Type: Node - Asset

Game Text: After each trace attempt, whether successful or not, put [1] from the bank on Hacker Tracker Central. During a trace attempt, each bit you spend from Hacker Tracker Central increases by 1 both your trace strength and your trace limit.

Trash: 2

Artist: Robert McLees

HOLOVID CAMPAIGN

Rarity: Common

Cost: 4

Type: Node - Advertisement

Game Text: Put [12] from the bank on Holoovid Campaign when you rez it. Take [1] from Holoovid Campaign at the start of each of your turns. When all the bits have been removed, trash Holoovid Campaign.

Trash: 7

Artist: Zak Plucinski

I GOT A ROCK

Rarity: Rare

Cost: 3

Type: Node - Black Ops

Game Text: A, 3 Agenda points: Do 15 meat damage to Runner. Use this ability only if Runner has two or more tags.

Trash: 2

Artist: Richard Thomas

INFORMATION LAUNDERING

Rarity: Uncommon

Cost: 0

Type: Node - Transaction

Game Text: You may advance Information Laundering before and after you rez it.

A, T: Gain [4] for each advancement counter on Information Laundering.

Flavour Text: "Information wants to be clean."

Trash: 1

Artist: Mike Kimble

INVESTMENT FIRM

Rarity: Uncommon

Cost: 1

Type: Node - Transaction

Game Text: Take [1] from Investment Firm, if it has any bits, at the start of each of your turns. Whenever [1] or more bits are added to your pool, you may put [2] from the bank on Investment Firm for each [1] you choose not to add to your pool. Effects that give you bits at the start of your turn cannot be used this way.

Trash: 2

Artist: Anthony Petrarca

KRUMZ

Rarity: Rare

Cost: 0

Type: Node - AI

Game Text: Put [1] from the bank on Krumz when you rez it. Use this bit only to pay for traces. If you use this bit, replace it at the start of your next turn.

Trash: 2

Artist: Mark Collen

NEVINYRRAL

Rarity: Rare

Cost: 3

Type: Node - AI - Unique

Game Text: Gain an action during each of your turns. If Nevinyrral leaves play while rezzed, you lose the game. Only one unique card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

Trash: 5

Artist: Maria P. Cabardo

NEWSGROUP TAUNTING

Rarity: Uncommon

Cost: 1

Type: Node

Game Text: At the start of each run, Runner must pay [1], in addition to any other costs, or end the run.

Trash: 0

Artist: Kevin Taylor

OMNISCIENCE FOUNDATION

Rarity: Uncommon

Cost: 0

Type: Node - Gray Ops

Game Text: Give Runner a tag at the end of each turn during which Runner received a tag.

Trash: 1

Artist: Rob Dixon

PACIFICA REGIONAL AI

Rarity: Rare

Cost: 0

Type: Node - AI

Game Text: You may advance Pacifica Regional AI before and after you rez it.

Regional AI advancement counter: Gain an action.

Trash: 0

Artist: Chris Vande Voort

REMOTE FACILITY

Rarity: Uncommon

Cost: 5

Type: Node - Asset

Game Text: Gain an action during each of your turns.

Flavour Text: "While moving corporate operations to a remote location increases processing costs, it becomes easier to defend vital information against attempts at hostile acquisition." - David Samms, corporate consultant

Trash: 1

Artist: Chris Vande Voort

RESCHEDULER

Rarity: Uncommon

Cost: 0

Type: Node - Gray Ops

Game Text: A: Note the number of cards stored in HQ. Shuffle those cards into R&D, and then draw that many cards.

Trash: 3

Artist: Mike Kimble

ROCKERBOY PROMOTION

Rarity: Common

Cost: 4

Type: Node - Advertisement

Game Text: Put [15] from the bank on Rockerboy Promotion when you rez it. When all the bits have been removed, trash Rockerboy Promotion.

A: Take [3] from Rockerboy Promotion.

Trash: 3

Artist: John Ramirez

RUSTBELT HQ BRANCH

Rarity: Uncommon

Cost: 0

Type: Node - Asset

Game Text: Hand size +2

Flavour Text: "Systems are heavily monitored, and computer crime treated with draconian ferocity.' Sounds like Heaven."

Trash: 2

Artist: Anthony Petrarca

SCHLAGHUND

Rarity: Rare

Cost: 2

Type: Node - Black Ops - Random

Game Text: A: Roll a die. If you roll less than or equal to the number of tags Runner has, Schlaghund does 10 meat damage and you trash Schlaghund.

Flavour Text: "Remember when your mother told you not to pet strange dogs? That's advice to live by."

Trash: 4

Artist: L.A. Williams

SETUP!

Rarity: Common

Cost: 0

Type: Node - Ambush

Game Text: When Runner accesses Setup!, it does 2 Net damage, even if it is not installed. Ignore this effect if Runner accesses it from the Archives. If Setup! is accessed from R&D, Runner must show it to you.

Trash: 0

Artist: Norm Dwyer

SKÄLDERVIKEN SA BETA TEST SITE

Rarity: Rare

Cost: 0

Type: Node

Game Text: Cost to rez black ice is reduced by [2].

Flavour Text: "When you rez this, it's very important that you have its administrator be there for it to imprint on him."

Trash: 2

Artist: Chris Vande Voort

SOLO SQUAD

Rarity: Uncommon

Cost: 0

Type: Node

Game Text: A: Do 1 meat damage. Use this ability only if Runner is tagged.

Flavour Text: "We don't break kneecaps. We derm the perps with mushroom derivative. It's more fun, more humane ... and much more devastating to their fine reflexes and thus their careers."

Trash: 3

Artist: Ernie Chan

SOUTH AFRICAN MINING CORP

Rarity: Uncommon

Cost: 0

Type: Node - Transaction

Game Text: A, A, A: Gain [6].

Trash: 1

Artist: Todd Wade

SPINN® PUBLIC RELATIONS

Rarity: Common

Cost: 1

Type: Node - Transaction

Game Text: Take [1] from Spinn® Public Relations, if it has any bits, at the start of each of your turns. A: Put [3] from the bank on Spinn® Public Relations.

Flavour Text: "Of course it's true! I saw it on the 'vid."

Trash: 4

Artist: Todd Wade

TRAP!

Rarity: Uncommon

Cost: 0

Type: Node - Ambush

Game Text: If you pay [4] when Runner accesses TRAP!, it does 3 Net damage and gives Runner a tag, even if TRAP! is not installed. Ignore this effect if Runner accesses it from the Archives. If TRAP! is accessed from R&D, Runner must show it to you.

Trash: 0

Artist: Mark Collen

VACANT SOULKILLER

Rarity: Uncommon

Cost: 2

Type: Node - Ambush

Game Text: You may advance Vacant Soullkiller before and after you rez it. When Runner accesses Vacant Soullkiller, it does 1 brain damage for each advancement counter on it.

Flavour Text: The original Soullkiller started as a matrix to contain artificial personalities, but Arasaka forced the original engineer to enhance the design for its own purpose.

Trash: 0

Artist: Larry Friedman

VAPOR OPS

Rarity: Uncommon

Cost: 0

Type: Node

Game Text: You may advance Vapor Ops before and after you rez it.

Vapor Ops advancement counter: Gain [1].

A: Move any number of advancement counters from Vapor Ops to another installed card that can be advanced.

Trash: 1

Artist: Craig Hooper

VIRUS TEST SITE

Rarity: Uncommon

Cost: 0

Type: Node - Ambush

Game Text: You may advance Virus Test Site before and after you rez it. When Runner accesses Test Site, it does 2 Net damage per advancement counter on it, or 1 Net damage if it has no counters, even if it is not installed or rezzed.

Ignore this effect if Runner accesses it from the Archives. If Test Site is accessed from R&D, Runner must show it to you.

Trash: 0

Artist: Mark Collen

Operations**ACCOUNTS RECEIVABLE**

Rarity: Common

Cost: 5

Type: Operation - Transaction

Game Text: Gain [9].

Flavour Text: "If we don't receive payment in full by tomorrow, we'll be obliged to repossess."

"But ... but the equipment's already been installed in our employees."

Artist: Zak Plucinski

ANNUAL REVIEWS

Rarity: Uncommon

Cost: 0

Type: Operation

Game Text: Draw three cards.

Flavour Text: "Just between you and me, this wouldn't be a bad time to impress the boss with your initiative."

Artist: John Ramirez

AUDIT OF CALL RECORDS

Rarity: Common

Cost: 0

Type: Operation

Game Text: Play only if Runner attempted two or more runs during his or her last turn. Trace5 - If trace is successful, give Runner a tag.

Artist: Tony Luke

CHANCE OBSERVATION

Rarity: Common

Cost: 2

Type: Operation

Game Text: Play only if Runner attempted a run during his or her last turn. Trace5 - If trace is successful, give Runner a tag.

Artist: John Ramirez

CLOSED ACCOUNTS

Rarity: Uncommon

Cost: 1

Type: Operation - Gray Ops

Game Text: Play only if Runner is tagged. Runner loses all bits.

Flavour Text: "Watch out for the blast shelters First Eurobank builds around its ATMs. They may be great for the rubes, but if some corp has marked your account as illegal, The shelter will seal you in until the cops come." - Kiyote

Artist: Randy Gallegos

CORPORATE DETECTIVE AGENCY

Rarity: Uncommon

Cost: 1

Type: Operation

Game Text: Play only if Runner is tagged. Trash up to two resources, at no cost.

Artist: Zak Plucinski

DATAPOOL® BY ZETATECH

Rarity: Uncommon

Cost: 1

Type: Operation - Gray Ops

Game Text: Play only if Runner is tagged. Give Runner two tags.

Flavour Text: The enemy of your enemy is sometimes also your enemy.

Artist: James Allen Higgins

DAY SHIFT

Rarity: Uncommon

Cost: 0

Type: Operation

Game Text: Draw two cards and gain [1].

Flavour Text: "I'm sick of punching the clock. I want to punch my supervisor."

Artist: Zak Plucinski

EDGERUNNER, INC., TEMPS

Rarity: Uncommon

Cost: 1

Type: Operation

Game Text: Gain three consecutive actions, which you may use only to install cards. You are not required to take all three of these actions.

Flavour Text: "Just remember to sweep the fort for back doors once they're done."

Artist: Zak Plucinski

EFFICIENCY EXPERTS

Rarity: Common

Cost: 0

Type: Operation - Transaction

Game Text: Gain [3].

Flavour Text: Waste not, want not.

Artist: John Ramirez

FALSIFIED-TRANSACTIONS EXPERT

Rarity: Rare

Cost: 1

Type: Operation

Game Text: Move up to three advancement counters from one card to another installed card that can be advanced.

Artist: Craig Gilmore

MANAGEMENT SHAKE-UP

Rarity: Common

Cost: 10

Type: Operation

Game Text: Add three advancement counters to any combination of installed cards that can be advanced.

Flavour Text: Don't be irreplaceable. If you can't be replaced, you can't be promoted.

Artist: Zak Plucinski

NETWATCH CREDIT VOUCHER

Rarity: Common

Cost: 0

Type: Operation - Gray Ops

Game Text: Play only if Runner is tagged. Give Runner a tag, and gain [1].

Artist: Margaret Organ-Kean

NEW BLOOD

Rarity: Rare

Cost: 0

Type: Operation

Game Text: Conceal all revealed but unrezzed ice; then rearrange your installed ice by swapping pairs of ice while Runner looks away.

Flavour Text: "I hate newbie sysops. They always rearrange our ice into some weird configuration just because it matches some stupid question on their finals."

Artist: Mike Kimble

NIGHT SHIFT

Rarity: Common

Cost: 0

Type: Operation

Game Text: Gain [2] and draw one card.

Flavour Text: "It wasn't until my certification boards that it began to dawn on me that nights aren't infinitely long."

Artist: Zak Plucinski

OFF-SITE BACKUPS

Rarity: Uncommon

Cost: 0

Type: Operation

Game Text: Bring any card from the Archives into HQ.

Flavour Text: Data saved is eurobucks earned.

Artist: Zak Plucinski

OVERTIME INCENTIVES

Rarity: Uncommon

Cost: 4

Type: Operation

Game Text: Gain two actions.

Flavour Text: "Hey, the door is stuck."

Artist: Zak Plucinski

PLANNING CONSULTANTS

Rarity: Common

Cost: 0

Type: Operation - Gray Ops

Game Text: Look at the top five cards of R&D and arrange them in any order you choose.

Flavour Text: "Chance favors the prepared mind." - Sir Isaac Newton

Artist: Christina Wald

POWER GRID OVERLOAD

Rarity: Uncommon

Cost: X

Type: Operation - Gray Ops

Game Text: Play only if Runner is tagged. Trash X pieces of hardware, other than cybernetics.

Artist: Randy Gallegos

PROJECT CONSULTANTS

Rarity: Uncommon

Cost: 12

Type: Operation

Game Text: Add four advancement counters to any combination of installed cards that can be advanced.

Artist: Mike Raabe

PUNITIVE COUNTERSTRIKE

Rarity: Uncommon

Cost: 0

Type: Operation - Black Ops

Game Text: Play only if Runner is tagged. Do 2 meat damage.

Flavour Text: "Violence isn't always the best approached but it's often the most direct." - Anonymous WuTech VP

Artist: Dave Pilurs

SCORCHED EARTH

Rarity: Uncommon

Cost: 3

Type: Operation - Black Ops

Game Text: Play only if Runner is tagged. Do 4 meat damage.

Artist: Greg Staples

SILVER LINING RECOVERY PROTOCOL

Rarity: Rare

Cost: 0

Type: Operation

Game Text: If any agendas were stolen during Runner's last turn, gain bits equal to three times the number of advancement counters those agendas had.

Artist: Jonnie Wilder

SYSTEMATIC LAYOFFS

Rarity: Common

Cost: 5

Type: Operation

Game Text: Add two advancement counters to any combination of installed cards that can be advanced.

Flavour Text: "Yes, but what have you done for us this week?"

Artist: Zak Plucinski

TEAM RESTRUCTURING

Rarity: Uncommon

Cost: 1

Type: Operation

Game Text: Add one advancement counter to each of up to two installed cards that can be advanced.

Flavour Text: Executive ability is deciding quickly and getting somebody else to do the work.

Artist: Craig Gilmore

TROJAN HORSE

Rarity: Common

Cost: 2

Type: Operation

Game Text: Play only if Runner stole any agendas during his or her last turn. Give Runner a tag.

Flavour Text: The high-tech equivalent of a teller slipping a paint bomb into a money bag.

Artist: Mike Kimble

URBAN RENEWAL

Rarity: Common

Cost: 6

Type: Operation - Black Ops

Game Text: Play only if Runner is tagged. Do 5 meat damage.

Flavour Text: "The paper work has been clearly posted in the basement closet of City Hall since last Thursday."

Artist: Doug Chaffee

Upgrades**AARDVARK**

Rarity: Rare

Cost: 0

Type: Upgrade

Game Text: Runner cannot use worms during runs on this fort. If Runner uses a worm during a run on this fort before Aardvark is rezzed, you may rez Aardvark to trash that worm, and any bits spent using that worm on the current piece of ice are lost to no effect. Runner may then use further icebreakers to break the ice.

Trash: 4

Artist: Fellwalker & Tolen

ANTIQUATED INTERFACE ROUTINES

Rarity: Uncommon

Cost: 2

Type: Upgrade

Game Text: All ice on this fort has +1 strength.

Trash: 1

Artist: Mark Collen

BIZARRE ENCRYPTION SCHEME

Rarity: Uncommon

Cost: 0

Type: Upgrade

Game Text: Runner does not score any agenda (or agendas) on a run during which Bizarre Encryption Scheme is accessed; return that agenda to the fort instead. Runner scores the agenda at the start of his or her next turn if neither you nor Runner has scored it by then. This does not affect any further runs.

Trash: 1

Artist: Mark Collen

CHESTER MIX

Rarity: Rare

Cost: 0

Type: Upgrade - Sysop

Game Text: Cost to install ice on this fort is reduced by [2].

Flavour Text: "Of course, he subscribes to the Platonic-solids school of ice-rendering, but he is cheap."

Trash: 3

Artist: Lawrence Snelly

CHIMERA

Rarity: Rare

Cost: 2

Type: Upgrade - Ambush

Game Text: When Runner accesses Chimera, trash a daemon.

Flavour Text: "Watch this. She likes to play with it before she trashes it."

Trash: 3

Artist: Larry Friedman

CRYBABY

Rarity: Rare

Cost: 1

Type: Upgrade - Ambush

Game Text: When Runner accesses Crybaby, give Runner a Crying counter. Each Crying counter reduces Runner's link by 2 during each trace attempt. Runner can remove a Crying counter by taking an action to pay [2].

Trash: 2

Artist: Kim Francisco

CRYSTAL PALACE STATION GRID

Rarity: Uncommon

Cost: 5

Type: Upgrade - Region

Game Text: Runner must pay [1], in addition to the normal cost, to break each subroutine of each piece of ice encountered during runs on this fort.

Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

Trash: 5

Artist: R. Talsorian Games Staff

DEDICATED RESPONSE TEAM

Rarity: Uncommon

Cost: 1

Type: Upgrade - Ambush

Game Text: When Runner accesses Dedicated Response Team, it does 3 meat damage. Ignore this effect unless Runner is tagged.

Flavour Text: "Excuse me - that's my beeper."

Trash: 2

Artist: Pete Venters

DIETER ESSLIN

Rarity: Rare

Cost: 0

Type: Upgrade - Sysop - Ambush

Game Text: When Runner accesses Dieter Esslin, Dieter does 1 Net damage.

Flavour Text: "Y'know, sometimes it worries me how much he enjoys his job."

Trash: 3

Artist: Matt Wilson

DR. DREFF

Rarity: Uncommon

Cost: 0

Type: Upgrade - Sysop

Game Text: Whenever Runner makes a successful run on this fort, you may choose an ice card stored in HQ. Pay half of that card's rez cost, rounded down, to force Runner to encounter it; the run is not considered successful unless Runner passes that piece of ice. Trash that ice after the encounter ends. Use this ability only once during each run on this fort.

Trash: 3

Artist: Doug Chaffee

JENNY JETT

Rarity: Rare

Cost: 1

Type: Upgrade - Sysop

Game Text: Whenever Runner makes a successful run on this fort, you may choose an ice card stored in HQ.

Install that piece of ice on this fort in the innermost position, paying an installation cost of [1] for each piece of ice already on the fort. Runner is now considered to be approaching that piece of ice. Use this ability only once during each run on this fort.

Trash: 1

Artist: Lawrence Snelly

JERUSALEM CITY GRID

Rarity: Rare

Cost: 2

Type: Upgrade - Region

Game Text: Cost to rez walls on this fort is reduced by [2]. All walls on this fort have +1 strength.

Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

Trash: 5

Artist: Chris Vande Voort

NAMATOKI PLAZA

Rarity: Uncommon

Cost: 3

Type: Upgrade

Game Text: Rez Namatoki Plaza when you install it. Install Namatoki Plaza only if you can pay to rez it. Install only inside a subsidiary data fort. That fort may have an additional agenda or node installed inside it. If Namatoki Plaza leaves play while installed, and this results in the fort having too many agendas and nodes installed inside it, trash one of those agendas or nodes.

Trash: 1

Artist: Chris Vande Voort

NEW GALVESTON CITY GRID

Rarity: Rare

Cost: 1

Type: Upgrade - Region

Game Text: All nodes and other upgrades installed inside this fort cost [2], to trash, in addition to the normal cost. Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

Trash: 4

Artist: Craig Hooper

OLIVIA SALAZAR

Rarity: Uncommon

Cost: 0

Type: Upgrade - Sysop

Game Text: For half cost, rounded down, rez a piece of ice installed on this fort. Derez that ice at the end of the run. Use this ability only once during each run on this fort.

Trash: 1

Artist: Randy Gallegos

OMNI KISMET, PH.D.

Rarity: Rare

Cost: 0

Type: Upgrade - Sysop

Game Text: Swap a piece of unrezzed ice on this fort with an ice card stored in HQ. The new ice card comes into play concealed. Use this ability only once during each run on this fort.

Flavour Text: "What the...?! That wasn't in the plans!" - Epitaph

Trash: 3

Artist: Doug Shuler

PARIS CITY GRID

Rarity: Uncommon

Cost: 2

Type: Upgrade - Region

Game Text: Put [3] from the bank on Paris City Grid when you rez it. Use these bits only to pay for traces made during runs on this fort. If you use any of these bits, replace them at the start of your next turn.

Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

Trash: 6

Artist: Mark Tedin

RED HERRINGS

Rarity: Uncommon

Cost: 1

Type: Upgrade

Game Text: Runner must pay [5], in addition to any other costs, to steal agendas accessed from this fort, even on the run during which Runner trashes Red Herrings.

Flavour Text: "Frack! It's easier to find things on my floor than in this mess."

Trash: 1

Artist: Mark Collen

RIO DE JANEIRO CITY GRID

Rarity: Uncommon

Cost: 1

Type: Upgrade - Random - Region

Game Text: Roll a die whenever Runner passes a piece of rezzed ice during a run on this fort. On a 1, end the run. Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

Flavour Text: "There's a new jungle in Brazil - the rusted-wire maze of telecom retrotech. Prepare to have your line dropped, and ..."

Trash: 6

Artist: Pete Venters

ROVING SUBMARINE

Rarity: Rare

Cost: 3

Type: Upgrade - Region

Game Text: Install only inside a subsidiary data fort. This fort may be run only if you installed or advanced a card inside or on this fort during your last turn.

Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

Trash: 0

Artist: Doug Chaffee

SINGAPORE CITY GRID

Rarity: Rare

Cost: 0

Type: Upgrade - Region

Game Text: Swap a piece of unrezzed ice on this fort with an ice card stored in HQ. The new ice card comes into play concealed. Use this ability only once during each run on this fort.

Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

Trash: 5

Artist: Mike Kimble

TESSERACT FORT CONSTRUCTION

Rarity: Rare

Cost: 2

Type: Upgrade

Game Text: All ice on this fort has an additional subroutine, "*End the run unless Runner pays [1]," after all other subroutines.

Flavour Text: "So are you upside down or am I?"

"Depends on how you look at it."

Trash: 3

Artist: Mark Tedin

TOKYO-CHIBA INFIGHTING

Rarity: Rare

Cost: 0

Type: Upgrade - Region

Game Text: Gain [2] after each unsuccessful run on this fort.

Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

Trash: 6

Artist: Mark Collen

TURBEAU DELACROIX

Rarity: Uncommon

Cost: 1

Type: Upgrade - Sysop - Ambush

Game Text: Trace10 - If trace is successful, give Runner a tag. Use this ability only when Runner accesses Turbeau Delacroix, and only once during each run on this fort.

Trash: 2

Artist: Roger Coad

TWENTY-FOUR-HOUR SURVEILLANCE

Rarity: Rare

Cost: 1

Type: Upgrade

Game Text: During runs on this fort, Runner cannot use bits from stealth sources.

Trash: 2

Artist: Randy Gallegos

WASHINGTON, D.C., CITY GRID

Rarity: Rare

Cost: 7

Type: Upgrade - Region

Game Text: The difficulty of agendas installed inside this fort is reduced by 1.

Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

Trash: 6

Artist: Chris Vande Voort

Base Set - Runner

Hardware

ARASAKA PORTABLE PROTOTYPE

Rarity: Rare

Cost: 11

Type: Hardware - Deck

Game Text: Provides +3 MU. Installing Arasaka Portable Prototype costs 1 agenda point, in addition to the normal cost. Put [3] from the bank on Arasaka Portable Prototype when it is installed. Use these bits only to pay for using icebreakers during runs. If you use any of these bits, replace them at the start of your next turn.

Only one deck can be in play at a time. Trash any older decks.

Artist: James Allen Higgins

"ARMADILLO" ARMORED ROAD HOME

Rarity: Uncommon

Cost: 2

Type: Hardware - Vehicle

Game Text: Put [2] from the bank on Armored Road Home when it is installed. Use these bits only to pay for removing tags. If you use any of these bits, replace them at the start of your next turn.

[T]: Prevent up to 3 meat damage.

Artist: Norm Dwyer

ARMORED FRIDGE

Rarity: Uncommon

Cost: 3

Type: Hardware

Game Text: Put seven Ablative counters on Armored Fridge when it is installed. When the last Ablative counter has been removed, trash Armored Fridge.

Ablative counter: Prevent 1 meat damage.

Flavour Text: "I also once shut off the hot water line to my dishwasher and hid in there while it was running, but I'll never do that again" - Rache Bartmoss

Artist: Kim Francisco

ARTEMIS 2020

Rarity: Uncommon

Cost: 10

Type: Hardware - Deck

Game Text: Provides +2 MU. Put [2] from the bank on Artemis 2020 when it is installed. Use these bits only to pay for using icebreakers during runs. If you use any of these bits, replace them at the start of your next turn.

Only one deck can be in play at a time. Trash any older decks.

Artist: Doug Chaffee

BODYWEIGHT [TM] DATA CRECHE

Rarity: Rare

Cost: 3

Type: Hardware - Deck

Game Text: Provides +1 MU. Once per turn, right after making a successful run, you can choose to make another run without taking an action to do so.

Only one deck can be in play at a time. Trash any older decks.

Flavour Text: "I better hijack another order for a five-gallon saline feed ... I might be in here a while."

Artist: Anthony Judge

COROLLA SPEED CHIP

Rarity: Common

Cost: 1

Type: Hardware - Chip

Game Text: Put [1] from the bank on Corolla Speed Chip when it is installed. Use this bit only to pay for using killers during runs. If you use the bit, replace it at the start of your next turn.

Artist: Lawrence Brown

DERMATECH BODYPLATING

Rarity: Uncommon

Cost: 0

Type: Hardware - Cybernetics

Game Text: Prevents 1 meat damage each turn.

Flavour Text: "Is that the best you can do, corp boy?"

Artist: L.A. Williams

"DRIFTER" MOBILE ENVIRONMENT

Rarity: Uncommon

Cost: 0

Type: Hardware - Vehicle

Game Text: Put [2] from the bank on Mobile Environment when it is installed. Use these bits only to pay for removing tags. If you use any of these bits, replace them at the start of your next turn.

Artist: Randy Gallegos

FULL BODY CONVERSION

Rarity: Rare

Cost: 0

Type: Hardware - Cybernetics

Game Text: Prevents all meat damage. For each [1] the Corp pays when meat damage is done, 1 point of meat damage is not prevented by this card.

Flavour Text: "Don't use any big words when you talk to him: he's more hardware than wetware."

Artist: L.A. Williams

"GREEN KNIGHT" SURGE BUFFERS

Rarity: Common

Cost: 0

Type: Hardware

Game Text: Prevents 1 Net damage each turn.

Artist: Lawrence Brown

HQ INTERFACE

Rarity: Common

Cost: 4

Type: Hardware

Game Text: Whenever you access cards from HQ, access an additional card from HQ.

Flavour Text: "... from Arasaka to Cuernavaca to Oaxaca - to me the gear does come."

Artist: Lawrence Brown

LIFESAVER [TM] NANOSURGEONS

Rarity: Rare

Cost: 1

Type: Hardware - Cybernetics

Game Text: A: Draw two cards. Use this ability only if you were damaged during any of your last three actions.

[T]: Prevent 1 brain damage.

Artist: Doug Shuler

MICROTECH "TRODE SET

Rarity: Rare

Cost: 1

Type: Hardware

Game Text: Pay [1], in addition to the normal cost, to break each ice subroutine. Ignore all AP subroutines except those that trace, or that do Net damage. Prevents all but 1 Net damage from each AP subroutine you do not break.

Artist: Randy Gallegos

MICROTECH BACKUP DRIVE

Rarity: Common

Cost: 0

Type: Hardware

Game Text: Whenever one or more installed programs are being sent to the trash at the same time, you may instead choose to put any or all of the programs on top of Microtech Backup Drive in any order you choose. If Backup Drive is removed from play, trash any cards on it.

A: Bring the top card on Backup Drive into your hand.

Artist: James Allen Higgins

MILITECH MRAM CHIP

Rarity: Uncommon

Cost: 2

Type: Hardware - Chip - Cybernetics

Game Text: Hand size +3

Flavour Text: "I have a hard time remembering, when the chips are down."

Artist: James Allen Higgins

MRAM CHIP

Rarity: Uncommon

Cost: 1

Type: Hardware - Chip - Cybernetics

Game Text: Hand size +2

Flavour Text: "Your brain's just like any other appliance, chummer. Works better if you plug it in." - Joey Two-Tails

Artist: Doug Chaffee

NASUKO CYCLE

Rarity: Vital

Cost: 1

Type: Hardware - Vehicle

Game Text: [3]: Avoid receiving a tag.

Flavour Text: Puts the world into fast forward so you can skip scenes that ain't so pretty.

Artist: L.A. Williams

PANDORA'S DECK

Rarity: Uncommon

Cost: 6

Type: Hardware - Deck

Game Text: Provides +2 MU. Put [3] from the bank on Pandora's Deck when it is installed. Use these bits only to pay for increasing your link. If you use any of these bits, replace them at the start of your next turn.

Only one deck can be in play at a time. Trash any older decks.

Artist: Jonnie Wilder

PARRALINE 5750

Rarity: Common

Cost: 5

Type: Hardware - Deck

Game Text: Provides +1 MU. Put [1] from the bank on Parraline 5750 when it is installed. Use this bit only to pay for using icebreakers during runs. If you use the bit, replace it at the start of your next turn.

Only one deck can be in play at a time. Trash any older decks.

Artist: Mark Collen

PK-6089A

Rarity: Common

Cost: 4

Type: Hardware - Deck

Game Text: Provides +1 MU. Put [3] from the bank on PK-6089a when it is installed. Use these bits only to pay for increasing your link. If you use any of these bits, replace them at the start of your next turn.

Only one deck can be in play at a time. Trash any older decks.

Flavour Text: "Hey, this sucker can keep your deadline from becoming a flatline." - Dog

Artist: Chris Vande Voort

R&D INTERFACE

Rarity: Common

Cost: 4

Type: Hardware

Game Text: Whenever you access cards from R&D, access an additional card from R&D.

Flavour Text: "I have a friend in Oaxaca who sells to Ops in Cuernavaca who supply a tech at Arasaka . . ."

Artist: John Park

RAVEN MICROCYB EAGLE

Rarity: Common

Cost: 6

Type: Hardware - Deck

Game Text: Provides +1 MU. Prevents 1 Net damage each turn. Put [1] from the bank on Microcyb Eagle when it is installed. Use this bit only to pay for using icebreakers during runs. If you use the bit, replace it at the start of your next turn.

Only one deck can be in play at a time. Trash any older decks.

Artist: Mike Raabe

RAVEN MICROCYB OWL

Rarity: Uncommon

Cost: 11

Type: Hardware - Deck - Stealth

Game Text: Provides +1 MU. Put [3] from the bank on Microcyb Owl when it is installed. Use these bits only to pay for using icebreakers during runs, but not for using noisy icebreakers. If you use any of these bits, replace them at the start of your next turn.

Only one deck can be in play at a time. Trash any older decks.

Artist: Doug Shuler

RECORD RECONSTRUCTOR

Rarity: Rare

Cost: 0

Type: Hardware

Game Text: A: Make a run on the Archives. If run is successful, do not access cards from the Archives; instead, shuffle the face-up pile of the Archives and then put the top two cards from that pile on R&D.

Artist: James Allen Higgins

TECHTRONICA [TM] UTILITY SUIT

Rarity: Uncommon

Cost: 6

Type: Hardware - Deck

Game Text: Provides +1 MU. Prevents 1 meat damage each turn. Put [5] on Techtronica [TM] Utility Suit when it is installed. Use these bits only to pay for increasing your link. If you use any of these bits, replace them at the start of your next turn.

Only one deck can be in play at a time. Trash any older decks.

Artist: Doug Shuler

TYCHO MEM CHIP

Rarity: Common

Cost: 5

Type: Hardware - Chip

Game Text: Provides +3 MU.

Flavour Text: "You know there was actually a time when three megabytes was considered a score to the black market."

"What's a megabyte?"

Artist: Lawrence Brown

WUTECH MEM CHIP

Rarity: Common

Cost: 1

Type: Hardware - Chip

Game Text: Provides +1 MU.

Flavour Text: "Here at WuTech, we take pride in our quest to make memory cheaper than water." - Erin Devlin, WuTech COO

Artist: Jonnie Wilder

ZETATECH MEM CHIP

Rarity: Common

Cost: 3

Type: Hardware - Chip

Game Text: Provides +2 MU.

Flavour Text: In 2019, sales dipped because of a rumor that the odd chip contained a miniature transmitter that sent the chip's data, encrypted, to the nearest Zetatech facility.

Artist: Lawrence Brown

ZZ22 SPEED CHIP

Rarity: Common

Cost: 5

Type: Hardware - Chip

Game Text: Put [2] from the bank on ZZ22 Speed Chip when it is installed. Use these bits only to pay for using killers during runs. If you use any of these bits, replace them at the start of your next turn.

Artist: Jonnie Wilder

Preps**ALL-NIGHTER**

Rarity: Common

Cost: 0

Type: Prep

Game Text: Make a run; whether or not that run is successful, you may then make another run.

Flavour Text: "Of course, you start to hallucinate if you string too many of these together."

Artist: Christina Wald

ANONYMOUS TIP

Rarity: Rare

Cost: 3

Type: Prep - Sabotage

Game Text: Derez a piece of black ice of your choice.

Flavour Text: "Netwatch doesn't take hints about corporate infractions. If you really want them to apply some heat to a patch of black ice, get a Hellhound to follow your link back to their offices."

Artist: Margaret Organ-Kean

ARASAKA OWNS YOU

Rarity: Rare

Cost: 0

Type: Prep

Game Text: Do not play Arasaka Owns You as a normal action; instead, play it when you would suffer enough damage to flatline you. Prevent all of that damage, trash Arasaka Owns You, remove any brain damage you have suffered, and then refresh your hand to its maximum size. Gain [10] and remove all tags, at no cost. You forgo your next four actions, and you forfeit the next 3 agenda points you score.

Artist: Craig Gilmore

BODYWEIGHT [TM] SYNTHETIC BLOOD

Rarity: Uncommon

Cost: 2

Type: Prep

Game Text: Draw five cards.

Artist: Pete Venters

CORE COMMAND: JETTISON ICE

Rarity: Uncommon

Cost: 0

Type: Prep - Sabotage

Game Text: Play only if you made a successful run on HQ this turn. Pay the rez cost of a piece of rezzed ice to trash it.

Artist: Kevin Stein

CUSTODIAL POSITION

Rarity: Common

Cost: 2

Type: Prep

Game Text: Make a run on R&D. If run is successful, access two additional cards from R&D.

Artist: James Allen Higgins

DEAL WITH MILITECH

Rarity: Rare

Cost: 0

Type: Prep

Game Text: Play only if you liberated any Research agendas this turn. Put a Militech counter on each of your icebreakers. A Militech counter gives the icebreaker it is on +1 strength.

Artist: Pete Venters

DESPERATE COMPETITOR

Rarity: Rare

Cost: 0

Type: Prep

Game Text: Play only if you liberated any Gray Ops agendas this turn. Score 1 agenda point.

Flavour Text: "We appreciate that you've already promised this property to someone else, and we wouldn't expect you to compromise your honor without proper compensation."

Artist: Craig Gilmore

EDITED SHIPPING MANIFESTS

Rarity: Common

Cost: 1

Type: Prep - Sabotage

Game Text: Make a run on HQ. If run is successful, and the Corp has any bits when you would access HQ, do not access cards from HQ; instead, the Corp loses [1] and gives you a tag, and you gain [10].

Flavour Text: "It's another delivery to that warehouse in Chiba for Smith. What does he do with all that product?"

Artist: Dave Pilurs

EXECUTIVE WIRETAPS

Rarity: Common

Cost: 2

Type: Prep

Game Text: Make a run on HQ. If run is successful, access two additional cards from HQ.

Artist: Mark Collen

FORGED ACTIVATION ORDERS

Rarity: Rare

Cost: 1

Type: Prep - Sabotage

Game Text: Choose a piece of ice. The Corp either rezzes that piece of ice or trashes it.

Artist: Dave Pilurs

FORGOTTEN BACKUP CHIP

Rarity: Common

Cost: 0

Type: Prep

Game Text: Search your trash for a program and bring it into your hand.

Flavour Text: "Solo teams are a crap shoot: sometimes they kill you; on the other hand, sometimes you find neat stuff while hiding in your flat."

Artist: Randy Gallegos

FORTRESS RESPECIFICATION

Rarity: Rare

Cost: 0

Type: Prep - Sabotage

Game Text: Play only if you made a successful run this turn. Rearrange the ice installed on the last fort on which you made a successful run. This does not expose any concealed ice.

Artist: Dave Pilurs

GIDEON'S PAWNSHOP

Rarity: Common

Cost: 2

Type: Prep

Game Text: Search your trash for a card and bring it into your hand.

Flavour Text: "The runner stuff's cheap 'cause their next of kin don't know what it's worth any better than the shop owners do."

Artist: Mark Collen

HOT TIP FOR WNS

Rarity: Rare

Cost: 0

Type: Prep

Game Text: Score 1 agenda point if you liberated any Black Ops agendas this turn.

Flavour Text: "A plot to assassinate Elvis - bizarre but true, and we'll tell you all about it at eleven."

Artist: Sue Ann Harkey

HUNT CLUB BBS

Rarity: Common

Cost: 1

Type: Prep - BBS

Game Text: Expose up to three installed cards.

Flavour Text: "The Hunt Club got it's name from the original programmers, who were self-described 'hunters,' corporate programmers who moonlighted as freelance counter-intrusion agents." - Rache Bartmoss

Artist: Anthony Petrarca

ICE AND DATA'S GUIDE TO THE NET

Rarity: Uncommon

Cost: 0

Type: Prep

Game Text: Expose the outermost ice of each data fort.

Flavour Text: "Meet the ice without hitting the skids." - Advert

Artist: Sue Ann Harkey

IF YOU WANT IT DONE RIGHT...

Rarity: Common

Cost: 0

Type: Prep

Game Text: Look through the top five cards of your stack. Bring one of those cards into your hand, and arrange the rest in any order you choose.

Flavour Text: "... you gotta do it yourself."

Artist: Zak Plucinski

INSIDE JOB

Rarity: Uncommon

Cost: 2

Type: Prep

Game Text: Make a run. You automatically pass the first piece of ice you encounter during that run.

Flavour Text: "Preparation beats expiration, if you ask me." - Edger

Artist: Ernie Chan

JACK 'N' JOE

Rarity: Common

Cost: 0

Type: Prep

Game Text: Draw three cards.

Flavour Text: "There's too much blood in my caffeine system."

Artist: Pete Venters

KILROY WAS HERE

Rarity: Uncommon

Cost: 0

Type: Prep - Sabotage

Game Text: Make a run on R&D; you may trash, at no cost, any cards you access that were stored in R&D, even if the cards cannot normally be trashed.

Flavour Text: "Art is a form of catharsis."

Artist: Sue Ann Harkey

LIVEWIRE'S CONTACTS

Rarity: Common

Cost: 0

Type: Prep

Game Text: Gain [3].

Flavour Text: "Let's get something clear, punk. Out there, you might be a big-shot chiphead with your uptown inputs, but down here you're just another skinny geek from the wrong side of the barricades. So sit down, buy me a Fizz, and let me do all the talking."

Artist: Lawrence Snelly

LUCIDRINE [TM] BOOSTER DRUG

Rarity: Uncommon

Cost: 0

Type: Prep

Game Text: Make a run, and gain [9], which you may use only during that run. After that run is completed, suffer 1 brain damage; this damage cannot be prevented. Then, return to the bank any of the [9] not spent.

Artist: Pete Venters

MANTIS, FIXER-AT-LARGE

Rarity: Common

Cost: 3

Type: Prep

Game Text: Search your stack for a card, and bring it into your hand. Reshuffle your stack afterwards.

Flavour Text: "Yeah, I can get it for you, and if you want me to break a few fingers, I'll throw that in for free."

Artist: Ernie Chan

MISC.FOR-SALE

Rarity: Rare

Cost: 0

Type: Prep - BBS

Game Text: Trash any number of your installed cards. Gain [3] for each card trashed in this way.

Flavour Text: "Why throw it away when you can convince some half-brained weef to use it for creative suicide instead?" - Rache Bartmoss

Artist: Robert McLees

MIT WEST TIER

Rarity: Rare

Cost: 3

Type: Prep

Game Text: Shuffle your hand, trash, and stack together, and then draw five cards. When you play MIT West Tier, remove it from the game instead of trashing it.

Artist: John Park

OPEN-ENDED® MILEAGE PROGRAM

Rarity: Common

Cost: 0

Type: Prep

Game Text: Remove a tag, at no cost. You may pay [1] when you play Open-Ended® Mileage Program to take it back into your hand instead of trashing it.

Artist: John Park

ORGAN DONOR

Rarity: Rare

Cost: 0

Type: Prep

Game Text: Trash up to five cards from your hand. Gain [2] for each card trashed in this way.

Flavour Text: "I really need the scratch, and well, I do have two of them... ."

Artist: Pete Venters

PLAYFUL AI

Rarity: Rare

Cost: 1

Type: Prep - AI - Random

Game Text: Roll a die. On a 1, 2, or 3, gain that many bits, set aside that many dice to roll again, or choose some combination thereof. Repeat until you have rolled all the dice you set aside.

Flavour Text: "Gaming is a mode of transferring property without producing any intermediate good." - Samuel Johnson

Artist: Pete Venters

PRIORITY WRECK

Rarity: Rare

Cost: 0

Type: Prep - Sabotage

Game Text: Make a run on HQ. If run is successful, do not access cards from HQ; instead, pay any number of bits to force the Corp to lose that many bits.

Flavour Text: "Your personal icon is unrecognized, Chairman; I cannot process this file. Please input authorization code within - Thank you. Filename 'Suckers!' overwrite of HQ datacore commencing as requested!"

Artist: Dave Pilurs

PRIVATE LDL ACCESS

Rarity: Uncommon

Cost: 0

Type: Prep

Game Text: Make a run on HQ. If run is successful, do not access cards from HQ; instead, treat run as a successful run on R&D.

Artist: John Park

ROMP THROUGH HQ

Rarity: Uncommon

Cost: 2

Type: Prep - Sabotage

Game Text: Make a run on HQ; you may trash, at no cost, any cards you access that were stored in HQ, even if the cards cannot normally be trashed.

Flavour Text: "I love the sound of screaming crystal. Sadly, I seem to be the one to hear it." - Rache Bartmoss

Artist: Kevin Taylor

SCORE!

Rarity: Common

Cost: 5

Type: Prep

Game Text: Gain [9]

Flavour Text: "If someone has consistently good luck, it ain't luck." - Spider Murphy

Artist: Zak Plucinski

SECURITY CODE WORM CHIP

Rarity: Uncommon

Cost: 0

Type: Prep - Sabotage

Game Text: Play only if you made a successful run on HQ this turn. Trash a piece of unrezzed ice.

Artist: Robert McLees

SNEAK PREVIEW

Rarity: Rare

Cost: 3

Type: Prep

Game Text: Choose a program from your trash or search your stack for a program. Install that program, at no cost. Shuffle your stack afterwards. At the end of the turn, take the program into your hand.

Artist: Sue Ann Harkey

SOCIAL ENGINEERING

Rarity: Uncommon

Cost: 1

Type: Prep

Game Text: Hide at least 2 from your pool in your hand; the Corp then guesses how many bits you hid. If the Corp guesses correctly, lose that many bits. Otherwise, choose a data fort and a piece of ice on that fort. Then make a run on that fort, during which you automatically pass that piece of ice.

Artist: Zak Plucinski

STUMBLE THROUGH WILDERSPACE

Rarity: Rare

Cost: 2

Type: Prep

Game Text: Make a run. You have +9 link for every trace attempt made during that run.

Flavour Text: "So I guess what Wilderspace really is to me is the Net in the raw." - Edger, "Wilderspace is Nothing"

Artist: Sue Ann Harkey

SYNCHRONIZED ATTACK ON HQ

Rarity: Rare

Cost: 4

Type: Prep

Game Text: Play only if you made a successful run on HQ this turn. The Corp discards all cards. The Corp can retain cards by paying [2] for each card not discarded.

Flavour Text: "You just take out the guards. Let me worry about the doors and elevators."

Artist: Craig Gilmore

TEMPLE MICROCODE OUTLET

Rarity: Common

Cost: 1

Type: Prep - BBS

Game Text: Search your stack for a program. Show that program to the Corp, and then bring it into your hand. Reshuffle your stack afterwards.

Artist: Dave Pilurs

TERRORIST REPRISAL

Rarity: Rare

Cost: 2

Type: Prep

Game Text: Play only if the Corp scored any Black Ops agendas during its last turn. The Corp discards five cards at random.

Flavour Text: "So what did you tell Hiro when he asked if you'd accept half?"

"I said, 'No problem. Which half of your daughter do you want back?'"

Artist: Mark Collen

TOTAL GENETIC RETROFIT

Rarity: Rare

Cost: 3

Type: Prep

Game Text: Remove all tags, at no cost, and automatically avoid receiving your next tag.

Flavour Text: "Twenty years ago it would have been just a new set of fingerprints."

Artist: Doug Chaffee

VALU-PAK SOFTWARE BUNDLE

Rarity: Uncommon

Cost: 0

Type: Prep

Game Text: Gain up to five consecutive actions, which you may use only to install programs, and gain [1]. If you do not spend the bit during these actions, return it to the bank afterwards.

Artist: John Park

WEATHER-TO-FINANCE PIPE

Rarity: Uncommon

Cost: 0

Type: Prep - Sabotage

Game Text: Make a run on HQ. If run is successful, do not access cards from HQ; instead, the Corp loses [4].

Flavour Text: Fractal weather system modeling is best routed to Accounts Receivable if you wanted to caused a stir; a route to Market Research is likely to go unnoticed.

Artist: Sue Ann Harkey

Programs**AFREET**

Rarity: Uncommon

Cost: 2

Type: Program - Daemon - 1 MU

Game Text: Afreet can have up to 3 MU of programs installed in it. All icebreakers installed in Afreet have their strength reduced by 1. If Afreet leaves play, trash all programs installed in it.

Artist: Mike Kimble

AI BOON

Rarity: Rare

Cost: 12

Type: Program - Icebreaker - Random - 1 MU

Game Text: [1]: Break sentry subroutine.

[1]: +1 strength.

At the start of each run, roll a die to determine AI Boon's strength * for that run.

Flavour Text: "Everything was going great until a Viral 18 wiped the instruction manual."

Strength: *

Artist: Higgins & King

BAEDEKER'S NET MAP

Rarity: Common

Cost: 1

Type: Program - Base Link - 1 MU

Game Text: [0]: Base link 1

[1]: +1 link

Use only one base link card for each trace attempt made against you.

Flavour Text: "I knew I should have taken the left region from Albuquerque!"

Artist: Doug Shuler

BAKDOOR [TM]

Rarity: Uncommon

Cost: 2

Type: Program - Base Link - 2 MU

Game Text: [0]: Base link 3

[2]: +1 link

Use only one base link card for each trace attempt made against you.

Artist: Kevin Taylor

BARTMOSS MEMORIAL ICEBREAKER

Rarity: Rare

Cost: 5

Type: Program - Icebreaker - Random - 1 MU

Game Text: [1]: Break ice subroutine.

[1]: +1 strength

After passing each piece of ice, roll a die if you used Bartmoss Memorial Icebreaker to break any subroutines of that ice.

On a 1, trash Memorial Icebreaker.

Strength: 0

Artist: Ash Arnett

BLACK DAHLIA

Rarity: Vital

Cost: 10

Type: Program - Icebreaker - Killer - 1 MU

Game Text: [2]: Break sentry subroutine.

[2]: +1 strength

Flavour Text: "She broke my heart - but at least show showed it to me first."

Strength: 5

Artist: Maria P. Cabardo

BLINK

Rarity: Uncommon

Cost: 5

Type: Program - Icebreaker - Random - 1 MU

Game Text: [0]: Roll a die. On a 4, 5, or 6, break ice subroutine; otherwise, suffer that much Net damage. Use this ability only once on each subroutine during each encounter with a piece of ice.

Strength: 5

Artist: Dave Pilurs

BOARDWALK

Rarity: Uncommon

Cost: 0

Type: Program - Virus - 1 MU

Game Text: Whenever you make a successful run on HQ, give the Corp a Boardwalk counter. At the start of each of your turns, every two Boardwalk counters require the Corp to show you, at random, a card stored in HQ. If the Corp does not have enough cards stored in HQ, the Corp shows you as many cards as it has.

The Corp may remove all Virus counters by forgoing its next three actions.

Artist: Sue Ann Harkey

BUTCHER BOY

Rarity: Uncommon

Cost: 2

Type: Program - Virus - 1 MU

Game Text: Whenever you make a successful run on HQ, give the Corp a Butcher Boy counter. Every two Butcher Boy counters gain you [1] at the start of each of your turns.

The Corp may remove all Virus counters by forgoing its next three actions.

Artist: Norm Dwyer

CASCADE

Rarity: Uncommon

Cost: 4

Type: Program - Virus - 1 MU

Game Text: Whenever you make a successful run on R&D, give the Corp a Cascade counter. Every two Cascade counters require the Corp to trash faceup one card stored in R&D, at the start of each of its turns.

The Corp may remove all Virus counters by forgoing its next three actions.

Artist: Doug Shuler

CLOAK

Rarity: Common

Cost: 7

Type: Program - Stealth - 1 MU

Game Text: Put [3] from the bank on Cloak when it is installed. Use these bits only to pay for using icebreakers during runs, but not for using noisy icebreakers. If you use any of these bits, replace them at the start of your next turn.

Flavour Text: "Avoid a netfight if at all possible. You never know when fortune will turn." - Spider Murphy

Artist: Doug Shuler

CLOWN

Rarity: Common

Cost: 4

Type: Program - 1 MU

Game Text: All ice is encountered with its strength reduced by 1.

Artist: Mark Collen

COCKROACH

Rarity: Uncommon

Cost: 0

Type: Program - Virus - 1 MU

Game Text: Whenever you make a successful run on HQ, give the Corp a Cockroach counter. Two or more Cockroach counters cause all discards from HQ to become random.

The Corp may remove all Virus counters by forgoing its next three actions.

Artist: Norm Dwyer

CODECRACKER

Rarity: Vital

Cost: 2

Type: Program - Icebreaker - 1 MU

Game Text: [0]: Break code gate subroutine.

[1]: +1 strength

Flavour Text: This product for use by holder of class-A locksmith certification. Propagation of this software and use without proper certification are felony offenses. ("Yeah, right.")

Strength: 0

Artist: Doug Shuler

CODESLINGER

Rarity: Vital

Cost: 7

Type: Program - Icebreaker - Killer - 1 MU

Game Text: [1]: Break sentry subroutine.

Flavour Text: "There ain't enough bits in this here register fer the both of us, pardner."

Strength: 3

Artist: Tony Luke

CYFERMASTER [TM]

Rarity: Vital

Cost: 4

Type: Program - Icebreaker - 1 MU

Game Text: [2]: Break code gate subroutine.

[1]: +1 strength

Flavour Text: You can pick a lock; you can pick your friends. Now, thanks to Cyfermaster ...

Strength: 5

Artist: Mark Poole

DEEP THOUGHT

Rarity: Rare

Cost: 0

Type: Program - Virus - 1 MU

Game Text: Whenever you make a successful run on R&D, give the Corp a Thought counter. Three or more Thought counters allow you to look at the top card of R&D at the start of each of your turns.

The Corp may remove all Virus counters by forgoing its next three actions.

Artist: Norm Dwyer

DOGCATCHER

Rarity: Uncommon

Cost: 3

Type: Program - Icebreaker - 1 MU

Game Text: [1]: Break pit bull, hellhound, bloodhound, or watchdog subroutine.

[1]: +1 strength

Strength: 3

Artist: James Allen Higgins

DROPP [TM]

Rarity: Uncommon

Cost: 3

Type: Program - Icebreaker - 1 MU

Game Text: [0]: Break ice subroutine.

[1]: +1 strength

Using Dropp [TM] ends your run.

Strength: 4

Artist: Todd Wade

DUPRÉ

Rarity: Rare

Cost: 1

Type: Program - Icebreaker - 1 MU

Game Text: [1]: Break code gate subroutine.

[2]: +1 strength

Put a +1 strength counter on Dupré after each run during which it was used to break a subroutine. All strength counters on Dupré are lost if you use Dupré on a fort other than the one you last used it on.

Strength: 0

Artist: Robert McLees

DWARF

Rarity: Common

Cost: 6

Type: Program - Icebreaker - Worm - 1 MU

Game Text: [1]: Break wall subroutine.

[1]: +1 strength

Strength: 3

Artist: Norm Dwyer

EMERGENCY SELF-CONSTRUCT

Rarity: Rare

Cost: 0

Type: Program - 1 MU

Game Text: [T]: Prevent yourself from being flatlined, though you still lose all cards in your hand. Remove all brain damage. For the remainder of the game, you have only three actions per turn, instead of four; your hand size is reduced by 1; and all meat damage is automatically prevented.

Artist: Mark Poole

EVIL TWIN

Rarity: Rare

Cost: 6

Type: Program - Icebreaker - Killer - 1 MU

Game Text: [3]: Break sentry subroutine.

[1]: +1 strength

Prevents up to 2 Net and/or brain damage total each turn.

Flavour Text: "Haven't I seen you somewhere before?"

Strength: 3

Artist: Mark Tedin

EXPERT SCHEDULE ANALYZER

Rarity: Uncommon

Cost: 0

Type: Program - 1 MU

Game Text: After you access cards from HQ, look at all cards stored in HQ.

Artist: Doug Shuler

FAIT ACCOMPLI

Rarity: Uncommon

Cost: 1

Type: Program - Virus - 1 MU

Game Text: Whenever you make a successful run on a subsidiary data fort, put a Fait counter in that fort. Every two Fait counters in a fort give +1 difficulty to all agendas installed inside that fort.

The Corp may remove all Virus counters by forgoing its next three actions.

Artist: Kevin Taylor

FALSE ECHO

Rarity: Rare

Cost: 0

Type: Program - 1 MU

Game Text: [2]: The Corp must rez as much ice as possible on a fort, beginning with the outermost ice and working in. Use this ability only after a successful run on that fort.

Artist: Pete Venters

FLAK

Rarity: Uncommon

Cost: 4

Type: Program - Icebreaker - 1 MU

Game Text: [1]: Break AP subroutine.

[1]: +1 strength

Strength: 2

Artist: Mark Collen

FORCE SHIELD

Rarity: Common

Cost: 2

Type: Program - 1 MU

Game Text: Prevents up to 2 Net and/or brain damage total each turn.

Flavour Text: "Never use 'em; don't need 'em. My brain's been smoked so much that my myelin's vulcanized. That's why my ears are always dirty." - Rache Bartmoss

Artist: Doug Shuler

GREMLINS

Rarity: Uncommon

Cost: 2

Type: Program - Virus - 1 MU

Game Text: Whenever you make a successful run on HQ, give the Corp a Gremlin counter. Every two Gremlin counters decrease the Corp's hand size by 1.

The Corp may remove all Virus counters by forgoing its next three actions.

Artist: Doug Shuler

GRUBB

Rarity: Uncommon

Cost: 0

Type: Program - Icebreaker - Worm - 1 MU

Game Text: [1]: Break wall subroutine.

[2]: +1 strength for the remainder of this run

Flavour Text: "Is it really more nauseating than Worm?"

"You've got to see it to believe it."

Strength: 0

Artist: Norm Dwyer

HAMMER

Rarity: Vital

Cost: 2

Type: Program - Icebreaker - Noisy - 1 MU

Game Text: [1]: Break wall subroutine.

[1]: +1 strength.

Whenever you break a wall subroutine with Hammer, lose a total of [2] from stealth cards.

Strength: 2

Artist: Mark Poole

I SPY

Rarity: Uncommon

Cost: 0

Type: Program - 1 MU

Game Text: [T]: Put a Spy counter in a data fort. A Spy counter exposes all cards installed inside or on a fort containing it. The Corp may remove a Spy counter by taking an action to pay [4]. Use this ability only immediately after a successful run on that fort.

Artist: Mark Poole

IMP

Rarity: Uncommon

Cost: 0

Type: Program - Daemon - 1 MU

Game Text: Imp can have up to 2 MU of programs installed in it. All icebreakers installed in this way have their strength reduced by 1. If Imp leaves play, trash all programs installed in it.

Artist: Mike Kimble

INCUBATOR

Rarity: Rare

Cost: 0

Type: Program - Virus - Random - 1 MU

Game Text: Whenever you make a successful run, give the Corp an Incubate counter. Each Incubate counter necessitates a die roll at the start of each of your turns; on each 6, choose a Virus counter and exchange that counter for two counters of the same type.

The Corp may remove all Virus counters by forgoing its next three actions.

Artist: Norm Dwyer

INVISIBILITY

Rarity: Common

Cost: 0

Type: Program - Stealth - 1 MU

Game Text: Put [1] from the bank on Invisibility when it is installed. Use this bit only to pay for using icebreakers during runs, but not for using noisy icebreakers. If you use the bit, replace it at the start of your next turn.

Artist: Mark Tedin

JACKHAMMER

Rarity: Vital

Cost: 1

Type: Program - Icebreaker - Noisy - 1 MU

Game Text: [0]: Break wall subroutine.

[1]: +1 strength

Whenever you break a wall subroutine with Jackhammer, lose [1], if you can, from a stealth card.

Strength: 0

Artist: Norm Dwyer

JAPANESE WATER TORTURE

Rarity: Rare

Cost: 7

Type: Program - Icebreaker - 1 MU

Game Text: [0]: Break wall subroutine.

[X]: +X strength, and forgo your next X actions.

Strength: 2

Artist: Jonnie Wilder

JOAN OF ARC

Rarity: Rare

Cost: 0

Type: Program - 1 MU

Game Text: [T]: Prevent one or more of your other installed programs from being trashed.

[1]: Prevent one or more of your other installed programs from being trashed, and bring Joan of Arc into your hand.

Artist: John Casebeer

KRASH

Rarity: Uncommon

Cost: 0

Type: Program - Icebreaker - 1 MU

Game Text: [2]: Break ice subroutine.

[2]: +1 strength

Strength: 0

Artist: Jonnie Wilder

LOONY GOON

Rarity: Vital

Cost: 4

Type: Program - Icebreaker - Killer - 1 MU

Game Text: [1]: Break sentry subroutine.

[1]: +1 strength

Flavour Text: "Of course you realize ... this means war."

Strength: 0

Artist: Tony Luke

MICROTECH AI INTERFACE

Rarity: Rare

Cost: 0

Type: Program - 1 MU

Game Text: Whenever you are about to access cards from R&D, you may first choose to cut any number of cards from the top of R&D to the bottom of R&D.

Artist: Doug Shuler

MOUSE

Rarity: Uncommon

Cost: 2

Type: Program - Detection - 1 MU

Game Text: A: Expose a card installed inside a data fort.

Flavour Text: "If a man . . . make a better mousetrap than his neighbour, tho' he build his house in the woods, the world will make a beaten path to his door." - Ralph Waldo Emerson, quoted by Sarah S.B. Yule, Borrowings

Artist: Mark Collen

MYSTERY BOX

Rarity: Rare

Cost: 3

Type: Program - 1 MU

Game Text: [0]: Show the top five cards of your stack to the Corp. If any of those cards are programs, trash Mystery Box and then install one of those programs, at no cost. Shuffle your stack afterwards. Use this ability only during a run and only once each run.

Artist: Kevin Taylor

NETSPACE INVERTER

Rarity: Rare

Cost: 0

Type: Program - 1 MU

Game Text: Reverse a fort's ice cards so that the outermost piece of ice becomes the innermost piece of ice, and so forth. Use this ability only immediately after a successful run on that data fort.

Artist: Mark Collen

NEWSGROUP FILTER

Rarity: Uncommon

Cost: 5

Type: Program - 2 MU

Game Text: A: Gain [2].

Flavour Text: You can find some useful stuff in the newsgroups if you can enlist an AI with the patience to wade through all the garbage.

Artist: Sue Ann Harkey

PATTEL'S VIRUS

Rarity: Uncommon

Cost: 1

Type: Program - Virus - 1 MU

Game Text: Whenever you make a successful run, put a Pattel counter on a piece of ice that had all its subroutines broken during that run. Each Pattel counter on a piece of ice reduces its strength by 1.

The Corp may remove all Virus counters by forgoing its next three actions.

Artist: Sue Ann Harkey

PILE DRIVER

Rarity: Vital

Cost: 1

Type: Program - Icebreaker - Noisy - 1 MU

Game Text: [3]: Break up to four wall subroutines on a single piece of ice.

[1]: +1 strength.

Whenever you use Pile Driver's break-walls subroutine, lose a total of [3], from stealth cards.

Strength: 7

Artist: Norm Dwyer

POLTERGEIST

Rarity: Rare

Cost: 0

Type: Program - 1 MU

Game Text: Put [2] on Poltergeist when it is installed. Use these bits only to pay for trashing nodes. If you use any of these bits, replace them at the start of your next turn.

Artist: Mark Tedin

POX

Rarity: Uncommon

Cost: 0

Type: Program - Virus - 1 MU

Game Text: Whenever you make a successful run, put a Pox counter in the fort that was run. Every two Pox counters in a fort require the Corp to pay [1], in addition to any other costs, to install a card inside or on that fort.

The Corp may remove all Virus counters by forgoing its next three actions.

Artist: Norm Dwyer

R&D-PROTOCOL FILES

Rarity: Uncommon

Cost: 0

Type: Program - 1 MU

Game Text: A: Make a run on R&D, but instead of accessing cards, look at the top five cards of R&D.

Artist: Doug Shuler

RABBIT

Rarity: Uncommon

Cost: 0

Type: Program - 1 MU

Game Text: Ice that attempts to trace you has its trace limit reduced by 1.

Artist: Mark Collen

RAFFLES

Rarity: Vital

Cost: 7

Type: Program - Icebreaker - 1 MU

Game Text: [1]: Break code gate subroutine.

[2]: +1 strength

Strength: 4

Artist: Mark Collen

RAMMING PISTON

Rarity: Vital

Cost: 4

Type: Program - Icebreaker - Noisy - 1 MU

Game Text: [2]: Break wall subroutine.

[1]: +1 strength

Whenever you break a wall subroutine with Ramming Piston, lose a total of [2] from stealth cards.

Strength: 5

Artist: Norm Dwyer

RAPTOR

Rarity: Vital

Cost: 1

Type: Program - Icebreaker - Killer - 1 MU

Game Text: [2]: Break sentry subroutine.

[1]: +1 strength

Flavour Text: "There's nothing quite like the screech of a Raptor echoing through the data halls as it sweeps in for a kill."

Strength: 1

Artist: Higgins & King

REFLECTOR

Rarity: Rare

Cost: 2

Type: Program - Icebreaker - 1 MU

Game Text: [0]: Break stun, hellbolt, or knockout subroutine.

Flavour Text: "This icebreaker is basically a last-ditch defense for when your Killers aren't getting the job done. It takes advantage of a design flaw in these sorts of ice to reflect their unique signals back at them, crashing their detection routines." - Digital Dana

Strength: 4

Artist: Kevin Taylor

REPLICATOR

Rarity: Uncommon

Cost: 5

Type: Program - Icebreaker - 1 MU

Game Text: [0]: Break ice subroutine that traces.

[1]: +1 strength

Strength: 2

Artist: Lawrence Brown

SCATTER SHOT

Rarity: Rare

Cost: 0

Type: Program - 1 MU

Game Text: Put [2] from the bank on Scatter Shot when it is installed. Use these bits only to pay for trashing upgrades. If you use any of these bits, replace them at the start of your next turn.

Artist: Mark Collen

SEEYA

Rarity: Common

Cost: 3

Type: Program - 1 MU

Game Text: A, [1]: Expose an installed card.

Flavour Text: "It's like a pair of magic specs." - Urza Bloodrunner

Artist: Mark Collen

SELF-MODIFYING CODE

Rarity: Rare

Cost: 2

Type: Program - 2 MU

Game Text: [T]: Search your stack for a program and install that program, if you can. Shuffle your stack afterwards. Use this ability only during a run.

Flavour Text: "Now, if I could just do this with my DNA ... on the fly ... while eating." - Rache Bartmoss

Artist: Jonnie Wilder

SHAKA

Rarity: Vital
Cost: 4
Type: Program - Icebreaker - Killer - 1 MU
Game Text: [1]: Break sentry subroutine.
[2]: +1 strength
Strength: 2
Artist: Tony Luke

SHIELD

Rarity: Common
Cost: 0
Type: Program - 1 MU
Game Text: Prevents up to 2 Net damage each turn.
Flavour Text: Practice safe hacks: use Spartan® shields.
Artist: Kevin Taylor

SHREDDER UPLINK PROTOCOL

Rarity: Uncommon
Cost: 4
Type: Program - 2 MU
Game Text: A: Make a run on the Archives. If run is successful, do not access cards from the Archives; instead, treat run as a successful run on HQ.
Flavour Text: "Gives a whole new meaning to the term 'trashing.'"
Artist: Doug Shuler

SIGNPOST

Rarity: Uncommon
Cost: 2
Type: Program - 1 MU
Game Text: [1]: +2 link. Use this ability only once during each trace attempt, and only after you and the Corp have revealed how much each of you spent.
Artist: Mark Collen

SKIVVISS

Rarity: Uncommon
Cost: 3
Type: Program - Virus - 1 MU
Game Text: Whenever you make a successful run on R&D, give the Corp a Skivviss counter. Each Skivviss counter requires the Corp to draw one extra card at the start of each of its turns.
The Corp may remove all Virus counters by forgoing its next three actions.
Artist: Mike Kimble

SMARTEYE

Rarity: Common
Cost: 2
Type: Program - Detection - 1 MU
Game Text: Once during each run, you may expose a piece of unrezzed ice as you approach it. You may then jack out before the Corp decides whether to rez the ice.
Artist: Mark Poole

SNOWBALL

Rarity: Rare

Cost: 10

Type: Program - Icebreaker - Killer - 1 MU

Game Text: Snowball has +1 strength for each subroutine it has broken during a run, until the end of that run.

[1]: Break sentry subroutine.

[1]: +1 strength

Strength: 0

Artist: Maria P. Cabardo

SPEED TRAP

Rarity: Uncommon

Cost: 0

Type: Program - Detection - 1 MU

Game Text: [0]: Jack out before an upgrade or node takes effect. Use this ability only immediately after the Corp has rezzed that upgrade or node.

Flavour Text: This program is solely intended for emergency extrication from hazards presented during inadvertent trespass; it in no way is intended to encourage willful trespass or other illegal action. ("Yeah, right.")

Artist: Mark Collen

STARTUP IMMOLATOR

Rarity: Uncommon

Cost: 0

Type: Program - 1 MU

Game Text: [T]: Pay the rez cost of a piece of ice to trash that piece of ice. Use this ability only if you have just broken all the subroutines of that piece of ice.

Artist: Mark Collen

SUCCUBUS

Rarity: Rare

Cost: 3

Type: Program - Daemon - 1 MU

Game Text: Succubus can have up to 3 MU of programs installed in it. If Succubus leaves play, trash all programs installed in it.

Flavour Text: "Hey, server ..."

Artist: Anson Maddocks

TINWEASEL

Rarity: Vital

Cost: 5

Type: Program - Icebreaker - 1 MU

Game Text: [0]: Break code gate subroutine.

Flavour Text: "Why, yes, I do speak fluent Navajo."

Strength: 3

Artist: Mark Collen

VEWY VEWY QUIET

Rarity: Common

Cost: 4

Type: Program - Stealth - 1 MU

Game Text: Put [2] from the bank on Vewy Vewy Quiet when it is installed. Use these bits only to pay for using icebreakers during runs, but not for using noisy icebreakers. If you use any of these bits, replace them at the start of your next turn.

Flavour Text: "You know what I like? Sneaking all the way in, and then barking all the way out!" - Dog

Artist: Kevin Taylor

WILD CARD

Rarity: Vital

Cost: 0

Type: Program - Icebreaker - Killer - 1 MU

Game Text: [0]: Break sentry subroutine.

[3]: +1 strength

Flavour Text: The survival of Al Capone's cronies into cyberspace has almost spiritual significance to many runners.

Strength: 0

Artist: Tony Luke

WIZARD'S BOOK

Rarity: Vital

Cost: 5

Type: Program - Icebreaker - 1 MU

Game Text: [0]: Break code gate subroutine.

[2]: +1 strength

Flavour Text: Voluntas vincit omnia.

Strength: 2

Artist: Maria P. Cabardo

WORM

Rarity: Vital

Cost: 4

Type: Program - Icebreaker - Worm - 1 MU

Game Text: [0]: Break wall subroutine.

[3]: +1 strength

Flavour Text: "It's hard to describe - but don't eat anything just before you watch it go into action."

Strength: 2

Artist: Anson Maddocks

ZETATECH SOFTWARE INSTALLER

Rarity: Uncommon

Cost: 0

Type: Program - 1 MU

Game Text: Put [2] on Software Installer when it is installed. Use these bits only to pay for installing programs. You may use these bits to install a program overwriting Software Installer itself. If you use any of these bits, replace them at the start of your next turn.

Artist: Doug Shuler

Resources

ACCESS THROUGH ALPHA

Rarity: Rare

Cost: 9

Type: Resource - Base Link

Game Text: [1]: Base link 9

Use only one base link card for each trace attempt made against you.

Flavour Text: "Wilderspace is made up of those areas of the Net that have not already been catalogued into one region or another." - Spider Murphy

Artist: Mark Collen

ACCESS TO ARASAKA

Rarity: Vital

Cost: 2

Type: Resource - Base Link

Game Text: [2]: Base link 4

[2]: +1 link

Use only one base link card for each trace attempt made against you.

Artist: Mark Collen

ACCESS TO KIRIBATI

Rarity: Vital

Cost: 1

Type: Resource - Base Link

Game Text: [1]: Base link 1

[1]: +1 link

Use only one base link card for each trace attempt made against you.

Flavour Text: Third-World security and First-World bureaucracy - together at last.

Artist: Sue Ann Harkey

AUJOURD'OUI

Rarity: Rare

Cost: 0

Type: Resource - BBS

Game Text: A: Look at the top five cards of your stack. You may bring any program cards among them into your hand. Pay [1] for each card taken in this way, and show those cards to the Corp. Shuffle your stack.

Artist: Margaret Organ-Kean

BACK DOOR TO HILLIARD

Rarity: Common

Cost: 0

Type: Resource - Base Link

Game Text: [0]: Base link 2

[3]: +1 link

Use only one base link card for each trace attempt made against you.

Flavour Text: Hilliard Registrar query confirmed for ICE UNIT CERBERUS BD62663-R. "Sorry, Mr. Cerberus, that class is full, though if you obtain authorization from your proctor, you may petition for entrance."

Artist: Robert McLees

BACK DOOR TO ORBITAL AIR

Rarity: Vital

Cost: 0

Type: Resource - Base Link

Game Text: [1]: Base link 2

[2]: +1 link

Use only one base link card for each trace attempt made against you.

Flavour Text: If you think the airlines are good at losing luggage, you should see what they can do with a trace attempt.

Artist: Mark Collen

BROKER

Rarity: Common

Cost: 3

Type: Resource - Connection

Game Text: Each of your turns, you may take only one action to use Broker.

A: Put [3] from the bank on Broker.

A: Take all the bits from Broker.

Artist: Armand Cabrera

CODE VIRAL CACHE

Rarity: Rare

Cost: 1

Type: Resource

Game Text: Play only if you made a successful run on HQ this turn. If the Corp forgoes actions to lose Virus counters, two counters of your choice are not removed. The Corp may trash Viral Cache by taking an action to pay [5].

Artist: Robert McLees

CORPORATE ALLY

Rarity: Rare

Cost: 3

Type: Resource - Connection - Unique

Game Text: Installing Corporate Ally costs 1 agenda point, in addition to the normal cost. The difficulty of all agendas is +1.

Only one unique card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

Artist: Glenn Kim

CRASH EVERETT, INVENTIVE FIXER

Rarity: Common

Cost: 2

Type: Resource - Connection - Unique

Game Text: Whenever you draw one or more cards from your stack, draw an extra card; then choose one of the cards drawn and either trash it or return it to the top of your stack.

Only one unique card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

Artist: Mike Kimble

DANSHI'S SECOND ID

Rarity: Uncommon

Cost: 0

Type: Resource

Game Text: A, [T]: Remove up to three tags, at no cost.

Flavour Text: "I'll take the complete package: apartment, ID number, passports, credit account, fake diplomas, fingerprints, retinas ..."

Artist: Mark Collen

DATABROKER

Rarity: Uncommon

Cost: 0

Type: Resource - Connection

Game Text: A, [T], 1 agenda point: Gain [10].

Flavour Text: "Information does not want to be free; it wants to be liberated and expensive."

Artist: Craig Gilmore

DIPLOMATIC IMMUNITY

Rarity: Rare

Cost: 1

Type: Resource - Unique

Game Text: Prevents all meat damage. The Corp may pay 1 agenda point to cancel this effect until end of turn.

Only one unique card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

Artist: Higgins & King

FALL GUY

Rarity: Vital

Cost: 0

Type: Resource

Game Text: [T]: Avoid receiving a tag.

Flavour Text: "What I like best about you, Neal, is that you trust me."

Artist: Mike Kimble

FIELD REPORTER FOR ICE AND DATA

Rarity: Rare

Cost: 0

Type: Resource - Position

Game Text: At the end of each of your turns, gain [1] for each piece of ice the Corp rezzed during that turn.

Artist: Dan Frazier

FLOATING RUNNER BBS

Rarity: Uncommon

Cost: 6

Type: Resource - BBS

Game Text: Gain [1] at the start of each of your turns.

Artist: James Allen Higgins

HELL'S RUN

Rarity: Uncommon

Cost: 0

Type: Resource

Game Text: Put [1] from the bank on Hell's Run when it is installed. Use this bit only to pay for increasing your link. If you use the bit, replace it at the start of your next turn.

Artist: Pete Venters

JUNKYARD BBS

Rarity: Uncommon

Cost: 1

Type: Resource - BBS

Game Text: A, [1]: Bring the top card from your trash into your hand.

Flavour Text: "You wouldn't believe the stuff some people throw away!"

Artist: Sue Ann Harkey

KARL DE VERES, CORPORATE STOOGEE

Rarity: Uncommon

Cost: 2

Type: Resource - Connection - Unique

Game Text: Gain [1] each time you make a successful run.

Only one unique card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

Artist: Randy Gallegos

LELAND, CORPORATE BODYGUARD

Rarity: Common

Cost: 2

Type: Resource

Game Text: [1]: Prevent 1 meat damage.

[T]: Avoid receiving a tag.

Flavour Text: Friends help you move. Real friends help you move bodies.

Artist: Heather Hudson

LOAN FROM CHIBA

Rarity: Uncommon

Cost: 0

Type: Resource

Game Text: Gain [12] when Loan from Chiba is installed. At the start of each of your turns, lose [1]. If Loan from Chiba leaves play, pay [10] or lose the game. You may trash Loan from Chiba at the end of any of your turns.

Flavour Text: "I hear their collection agents have organ preserva-paks. And dull scalpels."

Artist: James Allen Higgins

N.E.T.O.

Rarity: Rare

Cost: 0

Type: Resource - BBS

Game Text: A: Look at the top four cards of your stack. You may bring any prep or resource cards among them into your hand. Pay [1] for each card taken in this way, and show those cards to the Corp. Shuffle the rest back into your stack.

Artist: Robert McLees

NOMAD ALLIES

Rarity: Vital

Cost: 2

Type: Resource - Connection

Game Text: A, [1]: Remove a tag, at no cost.

[T]: Avoid receiving a tag.

Flavour Text: "So, what are we calling you this month?"

Artist: Dan Frazier

PREYING MANTIS

Rarity: Rare

Cost: 0

Type: Resource - Connection

Game Text: Each of your turns, you may choose to gain an action. If you do, suffer 1 brain damage at the end of the turn. This damage cannot be prevented.

Flavour Text: "First hit's free!"

Artist: Dan Frazier

QUEST FOR CATTEKIN

Rarity: Rare

Cost: 4

Type: Resource - Sabotage

Game Text: At the start of each of your turns, roll a die. On a 6, trash Quest for Cattekin, and you gain an action on each of your turns for the remainder of the game. On a 1, suffer 1 brain damage. On a 2, suffer 1 Net damage. Damage from Quest for Cattekin cannot be prevented.

Artist: Kevin Stein

RESTRICTIVE NET ZONING

Rarity: Uncommon

Cost: 1

Type: Resource

Game Text: Choose a data fort when Restrictive Net Zoning is installed. The Corp must pay [2], in addition to the normal cost, to install ice on that fort.

Flavour Text: Corporation wishing to conduct business here should consider the cost of getting intrusion countermeasures to blend with the high-rez scenery of an AW-1 (Alice in Wonderland) Zone.

Artist: Jonnie Wilder

RIGGED INVESTMENTS

Rarity: Common

Cost: 4

Type: Resource

Game Text: Put [12] from the bank on Rigged Investments when it is installed. At the start of each of your turns, take [1] from Rigged Investments. When all the bits have been removed, trash Rigged Investments.

Artist: Armand Cabrera

RONIN AROUND

Rarity: Rare

Cost: 3

Type: Resource - BBS

Game Text: A: Look at the top five cards of your stack. You may bring any hardware cards among them into your hand. Pay [1] for each card taken in this way, and show those cards to the Corp. Shuffle the rest back into your stack.

A, [2]: Expose any card.

Artist: Sue Ann Harkey

SHORT-TERM CONTRACT

Rarity: Common

Cost: 1

Type: Resource - Position

Game Text: Put [12] from the bank on Short-Term Contract when it is installed. When all the bits have been removed, trash Short-Term Contract.

A: Take [2] from Short-Term Contract.

Flavour Text: "Contrary to popular opinion, we are productive members of society. We just moonlight as data raiders." - Spider Murphy

Artist: James Allen Higgins

SILICON SALOON FRANCHISE

Rarity: Rare

Cost: 8

Type: Resource - Position

Game Text: A: Gain [1] and draw one card.

Flavour Text: WANTED: Enterprising civilian with capital to invest in entertainment franchise. Management experience not required. Corporations, nomads, and AIs need not apply.

Artist: James Allen Higgins

SMITH'S PAWNSHOP

Rarity: Uncommon

Cost: 0

Type: Resource - Connection - Unique

Game Text: At the start of each of your turns, you may trash one of your other installed cards to gain [2].

Only one unique card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

Artist: Glenn Kim

SUBMARINE UPLINK

Rarity: Uncommon

Cost: 0

Type: Resource - Base Link

Game Text: [0]: Base link 4

[1]: +1 link You may use Submarine Uplink only during a run. Using Submarine Uplink forces you to jack out after the current encounter ends.

Use only one base link card for each trace attempt made against you.

Artist: John Ramirez

TECHNICIAN LOVER

Rarity: Uncommon

Cost: 2

Type: Resource

Game Text: A: Look at the top card of R&D.

Flavour Text: "Enough about me. How's work?"

Artist: Randy Gallegos

THE SHELL TRADERS

Rarity: Rare

Cost: 0

Type: Resource

Game Text: A: Choose a program or hardware card from your hand. Set that card aside, and put a number of Shell counters on it equal to its installation cost. When the last Shell counter on that card has been removed, install that card, at no cost. Remove one Shell counter from one card at the start of each of your turns.

[1]: Remove one Shell counter from a card.

Artist: Mike Kimble

THE SHORT CIRCUIT

Rarity: Common

Cost: 1

Type: Resource - BBS

Game Text: A, [1]: Search your stack for a program. Show that program to the Corp, and then bring it into your hand. Reshuffle your stack afterwards.

Artist: Ray Winninger

THE SPRINGBOARD

Rarity: Common

Cost: 0

Type: Resource - BBS

Game Text: [1]: +1 link. Use this ability only once during each trace attempt, and only after you and the Corp have revealed how much each of you spent.

Flavour Text: "Blow 600 eb or risk blowing your cortex - it's your choice." - Springboard advertisement

Artist: Sue Ann Harkey

TOP RUNNERS' CONFERENCE

Rarity: Rare

Cost: 0

Type: Resource

Game Text: Gain [2] at the start of each of your turns. Trash Top Runners' Conference when you make a run.

Flavour Text: "I have discovered a truly elegant codebreaking routine. Unfortunately, this chip is not large enough to contain it."

Artist: James Allen Higgins

TRAUMA TEAM [TM]

Rarity: Uncommon

Cost: 0

Type: Resource

Game Text: Put two Trauma counters on Trauma Team [TM] when it is installed. Trauma counter: Prevent 1 meat damage.

A: Put one Trauma counter on Trauma Team [TM].

Artist: Robert McLees

UMBRELLA POLICY

Rarity: Uncommon

Cost: 0

Type: Resource

Game Text: [T]: Prevent an installed program or hardware card from being trashed.

Flavour Text: "I cashed in their warranty when my utility was trashed by their own ice!" - Spider Murphy

Artist: Zak Plucinski

WILSON, WEEFLERUNNER APPRENTICE

Rarity: Uncommon

Cost: 4

Type: Resource

Game Text: Each of your turns, you may choose to gain an action, which you may use only to make a run. You cannot spend more than [3] during that run to pay for using icebreakers or increasing your link. Use this ability only once per turn and only during your turn.

[T]: Avoid receiving a tag.

[T]: Prevent any amount of meat damage.

Artist: Dan Frazier

Proteus – Corporation

Agenda

AI BOARD MEMBER

Rarity: Rare

Difficulty: 5

Type: Agenda - Research - AI - Random

Game Text: You may gain an action during each of your turns. At the start of each of your turns, roll a die to see what the action will be for that turn, and then decide whether to take it. On a 1, you may use the action only to install a card; on a 2 or 3, only to gain [1]; on a 4, 5, or 6, only to draw a card.

Value: 3

Artist: Moebius

CHARITY TAKEOVER

Rarity: Common

Difficulty: 4

Type: Agenda - Black Ops - Bad Publicity

Game Text: Gain 9 and 1 Bad Publicity point.

If the Corp has 7 or more Bad Publicity points, it loses the game, even if it fulfills victory conditions at the same time.

Value: 1

Artist: Matt Wilson

CORPORATE HEADHUNTERS

Rarity: Common

Difficulty: 5

Type: Agenda - Asset

Game Text: Whenever Corporate Headhunters successfully does damage, Runner's hand size is reduced by 1.

A: Do 1 meat damage. Use this ability only if Runner is tagged.

Value: 3

Artist: Rick Berry

FETAL AI

Rarity: Rare

Difficulty: 5

Type: Agenda - Asset - AI - Ambush

Game Text: When Runner accesses Fetal AI, do 2 Net damage, even if it is not installed. Ignore this effect if Runner accesses Fetal AI from the Archives. If Fetal AI is accessed from R&D, Runner must show it to you. Runner must pay 2 to steal Fetal AI, in addition to any other costs.

Value: 3

Artist: Rick Berry

MARKED ACCOUNTS

Rarity: Common

Difficulty: 4

Type: Agenda - Gray Ops - Ambush

Game Text: When Runner accesses Marked Accounts, give Runner a tag, even if it is not installed. If Marked Accounts is accessed from R&D, Runner must show it to you.

Value: 2

Artist: Doug Shuler

PLEASE DON'T CHOKE ANYONE

Rarity: Rare

Difficulty: 4

Type: Agenda - Gray Ops

Game Text: For each 1 damage you successfully do, you may choose instead to prevent that damage and put a PDCAcounter on Please Don 't Choke Anyone.

PDCA counter: Gain an action. Use this ability only once per turn and only during your turn.

Value: 2

Artist: Pete Venters

PROJECT VENICE

Rarity: Common

Difficulty: 4

Type: Agenda - Asset

Game Text: For every three advancement counters over Project Venice 's difficulty that are on Project Venice when you score it, gain an action during each of your turns.

Value: 2

Artist: Mark Tedin

PROJECT ZURICH

Rarity: Common

Difficulty: 3

Type: Agenda - Asset

Game Text: For every two advancement counters over Project Zurich 's difficulty that are on Project Zurich when you score it, gain 1 at the start of each of your turns.

Value: 2

Artist: Moebius

VIRAL BREEDING GROUND

Rarity: Common

Difficulty: 4

Type: Agenda - Research - Ambush - Virus

Game Text: When you score Breeding Ground, trash all cards installed in or on the fort Breeding Ground was installed in. When Runner accesses Breeding Ground, choose up to two programs for each advancement counter on Breeding Ground; Runner brings those programs into his or her hand.

Value: 2

Artist: Michael Kellner

WORLD DOMINATION

Rarity: Rare

Difficulty: 12

Type: Agenda - Black Ops

Game Text: Score an additional 4 agenda points when you score World Domination.

Value: 3

Artist: Craig Hooper

ICE

BRAIN WASH

Rarity: Common

Cost: 3

Type: Ice - Sentry - AP - Black Ice - Brainwipe

Game Text: *Do 1 brain damage.

Strength: 2

Artist: Doug Shuler

BUG ZAPPER

Rarity: Uncommon

Cost: 6

Type: Ice - Sentry - AP - Hellbolt

Game Text: *Do 2 Net damage for each rezzed piece of ice installed outside Bug Zapper.

*End the run.

Strength: 2

Artist: Corey Macourek

CARYATID

Rarity: Uncommon

Cost: 7

Type: Ice - Wall

Game Text: *End the run.

When you rez Caryatid, you may pay [1], above the rez cost, to make it a code gate instead of a wall.

Strength: 5

Artist: Mike Kimble

CHIHUAHUA

Rarity: Common

Cost: 0

Type: Ice - Sentry - AP - Hellhound

Game Text: *Trace1 - If trace is successful, do 1 Net damage.

Gain [2] when you rez Chihuahua.

Strength: 0

Artist: Kevin Taylor

COLONEL FAILURE

Rarity: Rare

Cost: 17

Type: Ice - Sentry - Killer

Game Text: *Trash a program.

*Trash a program.

*Trash a program.

*End the run.

*End the run.

Strength: 6

Artist: Mark Tedin

COYOTE

Rarity: Common

Cost: 0

Type: Ice - Sentry - Watchdog

Game Text: *For the remainder of the run, all further ice is encountered at +1 strength, unless Runner pays [2] while passing Coyote.

Gain [3] when you rez Coyote.

Strength: 3

Artist: Jonnie Wilder

CREDIT BLOCKS

Rarity: Common

Cost: 6

Type: Ice - Sentry

Game Text: *End the run.

When you rez Credit Blocks, you may pay [1], above the rez cost, to make it a wall instead of a sentry.

Strength: 3

Artist: James Allen Higgins

DATAComb

Rarity: Common

Cost: 4

Type: Ice - Wall

Game Text: *End the run.

If Runner passes Datacomb, pay [1], or uninstall it and store it in HQ.

Strength: 4

Artist: Kim Francisco

DEATH YO-YO

Rarity: Common

Cost: 7

Type: Ice - Sentry - AP - Black Ice - Brainwipe

Game Text: *Do 1 brain damage.

*End the run.

If Runner passes Death Yo-Yo, you may choose to uninstall it, store it in HQ, and gain [1].

Strength: 2

Artist: Norm Dwyer

DIGICONDA

Rarity: Uncommon

Cost: 6

Type: Ice - Sentry - AP - Sword

Game Text: *Do 2 Net damage.

*End the run.

Pay [X], above the rez cost, when you rez Digiconda. X is Digiconda's strength, and X cannot be greater than 6.

Strength: X

Artist: David Ho

DOG PILE

Rarity: Uncommon

Cost: 5

Type: Ice - Sentry - AP

Game Text: *Do 1 Net damage for each rezzed piece of ice installed outside Dog Pile.

*End the run.

Dog Pile has +1 strength for each rezzed piece of ice installed outside it.

Strength: 0

Artist: Doug Shuler

FOOD FIGHT

Rarity: Common

Cost: 4

Type: Ice - Sentry - DecKrash

Game Text: Food Fight has one "*End the run" subroutine for every [2] you pay, above the rez cost, when you rez it.

Strength: 3

Artist: Mark Rattin

GALATEA

Rarity: Common

Cost: 6

Type: Ice - Wall

Game Text: *End the run.

When you rez Galatea, you may pay [1], above the rez cost, to make it a code gate instead of a wall.

Strength: 4

Artist: Jonnie Wilder

GATEKEEPER

Rarity: Common

Cost: 3

Type: Ice - Code Gate

Game Text: Gatekeeper has one "*End the run" subroutine for every [2] you pay, above the rez cost, when you rez it.

Strength: 4

Artist: Mark Poole

HOMING MISSILE

Rarity: Uncommon

Cost: 4

Type: Ice - Sentry

Game Text: *Tracex - If trace is successful, end the run, and Runner cannot make another run until Runner takes an action to pay [2].

Pay [X], above the rez cost, when you rez Homing Missile. X is Homing Missile 's strength and trace limit, and X cannot be greater than 8.

Strength: X

Artist: John Sledd

HUNTING PACK

Rarity: Uncommon

Cost: 1

Type: Ice - Sentry - Bloodhound

Game Text: For each rezzed piece of ice installed outside Hunting Pack, Hunting Pack has one subroutine as follows: "*Trace5 - If trace is successful, give Runner a tag."

Strength: 4

Artist: Norm Dwyer

ICEBERG

Rarity: Rare

Cost: 4

Type: Ice - Wall

Game Text: *Do 1 Net damage.

*[2]: Iceberg has one "*End the run" subroutine for the present encounter. Use this ability only when Runner encounters Iceberg.

Strength: 4

Artist: Mark Tedin

LESSER ARCANA

Rarity: Common

Cost: 7

Type: Ice - Sentry

Game Text: *End the run.

When you rez Lesser Arcana, you may pay 1, above the rez cost, to make it a wall instead of a sentry.

Strength: 4

Artist: Kino

MARIONETTE

Rarity: Common

Cost: 3

Type: Ice - Sentry - Killer

Game Text: *Trash a program.

*End the run.

If Runner passes Marionette, pay [1], or uninstall it and store it in HQ.

Strength: 0

Artist: Mark Rattin

MASTERMIND

Rarity: Uncommon

Cost: 7

Type: Ice - Sentry - AP - Black Ice - Zombie

Game Text: *Do 1 brain damage for each rezzed piece of ice installed outside Mastermind.

*End the run.

Mastermind has +1 strength for each rezzed piece of ice installed outside it.

Strength: 0

Artist: Kino

MINOTAUR

Rarity: Uncommon

Cost: 6

Type: Ice - Sentry

Game Text: For each rezzed code gate or wall installed outside Minotaur, Minotaur has one "**End the run" subroutine.

Strength: 4

Artist: Craig Hooper

MISLEADING ACCESS MENUS

Rarity: Common

Cost: 0

Type: Ice - Code Gate

Game Text: *End the run unless Runner pays [1].

Gain [3] when you rez Misleading Access Menus.

Strength: 1

Artist: Mike Kimble

MOBILE BARRICADE

Rarity: Rare

Cost: 6

Type: Ice - Wall

Game Text: *Do 1 Net damage.

*End the run.

[1]: Move Mobile Barricade and insert it in a different position on this data fort. Use this ability only at the start of a run on this data fort. You may use this ability even if Mobile Barricade is unrezzed, in which case, you reveal it.

Strength: 3

Artist: Michael Kellner

RIDDLER

Rarity: Common

Cost: 2

Type: Ice - Code Gate

Game Text: [2]: Riddler has one "**End the run" subroutine for the present encounter. Use this ability only when Runner encounters Riddler.

Strength: 4

Artist: Daniel Gelon

ROADBLOCK

Rarity: Rare

Cost: 2

Type: Ice - Code Gate - Random

Game Text: *End the run.

When Runner encounters Roadblock, roll a die. On a 6, derez Roadblock, and Runner automatically passes it; otherwise, add the result to Roadblock's strength for that encounter.

Strength: 0

Artist: Daniel Gelon

SANDSTORM

Rarity: Common

Cost: 4

Type: Ice - Wall

Game Text: Sandstorm has one "*End the run" subroutine for every [2] you pay, above the rez cost, when you rez it.

Strength: 4

Artist: Kim Francisco

SCAFFOLDING

Rarity: Common

Cost: 2

Type: Ice - Wall

Game Text: *End the run.

If Runner passes Scaffolding, you may choose to uninstall it, store it in HQ, and gain [1].

Strength: 0

Artist: Kim Francisco

SNOWBANK

Rarity: Common

Cost: 0

Type: Ice - Wall

Game Text: *End the run unless Runner pays [1].

Gain [3] when you rez Snowbank.

Strength: 0

Artist: Doug Shuler

SPHINX 2006

Rarity: Uncommon

Cost: 6

Type: Ice - Code Gate

Game Text: *End the run.

When you rez Sphinx 2006, you may pay [4], above the rez cost, to make it a sentry instead of a code gate.

Strength: 5

Artist: Daniel Gelon

SUMO 2008

Rarity: Uncommon

Cost: 8

Type: Ice - Sentry

Game Text: *End the run.

When you rez Sumo 2008, you may pay [1], above the rez cost, to make it a wall instead of a sentry.

Strength: 5

Artist: Mike Kimble

TOUGHONIUM [TM] WALL

Rarity: Rare
Cost: 13
Type: Ice - Wall
Game Text: *End the run.
*End the run.
*End the run.
*End the run.
Strength: 7
Artist: Craig Hooper

TUMBLERS

Rarity: Common
Cost: 5
Type: Ice - Code Gate
Game Text: *End the run.
If Runner passes Tumblers, you may choose to uninstall it, store it in HQ, and gain [1].
Strength: 4
Artist: Daniel Gelon

TWISTY PASSAGES

Rarity: Common
Cost: 3
Type: Ice - Code Gate
Game Text: *End the run.
If Runner passes Twisty Passages, pay [1], or uninstall it and store it in HQ.
Strength: 4
Artist: Daniel Gelon

WALKING WALL

Rarity: Common
Cost: 5
Type: Ice - Wall
Game Text: *End the run.
[1]: Move Walking Wall and insert it in a different position on this data fort. Use this ability only at the start of a run on this data fort. You may use this ability even if Walking Wall is unrezzed, in which case, you reveal it.
Strength: 3
Artist: John Sledd

WASHED-UP SOLO CONSTRUCT

Rarity: Common
Cost: 0
Type: Ice - Sentry - Killer
Game Text: *Trash a program unless Runner pays [1].
Gain [3] when you rez Washed-Up Solo Construct.
Strength: 0
Artist: David Logan

Nodes

BEL-DIGMO ANTIBODY

Rarity: Uncommon

Cost: 0

Type: Node - Ambush - Virus

Game Text: Shuffle Bel-Digmo Antibody into R&D when it is rezzed. When Runner accesses Bel-Digmo Antibody from R&D, do 1 Net damage, and Runner must show it to you.

Trash: 0

Artist: Corey Macourek

CYBERTECH THINK TANK

Rarity: Rare

Cost: 1

Type: Node - Asset

Game Text: You may advance Cybertech Think Tank before and after you rez it.

Cybertech Think Tank advancement counter: Increase by 1 the meat damage dealt by another source.

Trash: 3

Artist: Rick Berry

DEPARTMENT OF MISINFORMATION

RARITY: RARE

Cost: 0

Type: Node - Asset

Game Text: You may rez Department of Misinformation when Runner attempts to expose a card.

[1]: Prevent a card from being exposed.

Trash: 4

Artist: Doug Chaffee

DOPPELGANGER ANTIBODY

Rarity: Common

Cost: 0

Type: Node - Ambush - Virus

Game Text: When Runner accesses Doppelganger Antibody, you may pay [2] to give Runner a Doppelganger counter, even if Doppelganger is not installed. Ignore this effect if Runner accesses Doppelganger from the Archives. Each Doppelganger counter causes Runner to lose [1] at the start of each of his or her turns. Runner may take an action to pay [4] to remove a Doppelganger counter. If Doppelganger is accessed from R&D, Runner must show it to you.

Trash: 0

Artist: David Ho

EXECUTIVE BOOT CAMP

Rarity: Rare

Cost: 0

Type: Node

Game Text: Discard a card at random: Gain [2]. Use this ability only during a run. At the end of the run, return to the bank any of the [2] you did not spend.

Trash: 2

Artist: Zak Plucinski

GOVERNMENT CONTRACT

Rarity: Common

Cost: 2

Type: Node - Asset

Game Text: You may advance Government Contract before and after you rez it.

Government Contract advancement counter: Gain [3]. Use these bits only to pay for installing or rezzing cards. When the turn ends, return to the bank any of the [3] you did not spend.

Trash: 2

Artist: Doug Chaffee

LDL Traffic Analyzers

Rarity: Rare

Cost: 0

Type: Node - Asset

Game Text: You may advance LDL Traffic Analyzers before and after you rez it.

You may rez LDL Traffic Analyzers during a trace attempt.

LDL Traffic Analyzers advancement counter: Gain [5]. Use this ability only during a trace attempt. When the trace attempt ends, return to the bank any of the [5] you did not spend.

Trash: 4

Artist: Mark Maxwell

PATTEL ANTIBODY

Rarity: Uncommon

Cost: 0

Type: Node - Ambush - Virus

Game Text: When Runner accesses Pattel Antibody, you may pay [3] to put a Pattel counter on all installed icebreakers, even if Pattel Antibody is not installed. Ignore this effect if Runner accesses Pattel Antibody from the Archives. Each Pattel counter on an icebreaker reduces its strength by 1. If Pattel Antibody is accessed from R&D, Runner must show it to you.

Trash: 0

Artist: Norm Dwyer

SIREN

Rarity: Uncommon

Cost: 3

Type: Node

Game Text: Rez Siren when you install it. Install Siren only if you can pay to rez it.

[1]: If possible, Runner must make a run on the fort Siren is installed in, instead of on the fort he or she was originally going to make a run on. Use this ability only at the start of a run.

Trash: 0

Artist: David Logan

STEREOGRAM ANTIBODY

Rarity: Rare

Cost: 0

Type: Node - Ambush - Virus

Game Text: When Runner accesses Stereogram Antibody from the Archives, do 1 Net damage and shuffle Stereogram Antibody into R&D.

Trash: 0

Artist: John Sled

SYD MEYER SUPERSTORES

Rarity: Common

Cost: 0

Type: Node - Asset

Game Text: A: Trash a rezzed piece of ice. Gain [4].

Trash: 2

Artist: Mike Kimble

Operations**CORPORATE GUARD® TEMPS**

Rarity: Uncommon

Cost: 0

Type: Operation

Game Text: Pay two times [X] when you play Corporate Guard® Temps, to gain an action during each of your next X turns. Forfeit the next [X] you gain.

Artist: Craig Hooper

CREDIT CONSOLIDATION

Rarity: Common

Cost: 10

Type: Operation - Transaction

Game Text: Gain [15].

Artist: Doug Alexander

DATA SIFTERS

Rarity: Common

Cost: 4

Type: Operation

Game Text: Play only if Runner trashed any nodes during his or her last turn.

Give Runner a tag.

Artist: James Allen Higgins

EMERGENCY RIG

Rarity: Uncommon

Cost: X

Type: Operation - Transaction

Game Text: Rez a piece of ice, at no cost. Put X Kludge counters on that piece of ice; X cannot be 0. At the start of each of your turns, remove a Kludge counter. Trash that piece of ice when the last Kludge counter is removed from it.

Artist: Romas Kukalis

MANHUNT

Rarity: Common

Cost: 4

Type: Operation - Gray Ops

Game Text: Play only if Runner attempted a run during his or her last turn.

Trace6 - If trace is successful, give Runner one tag for each point by which your trace exceeded his or her link.

Artist: Thomas Gianni

RENT-TO-OWN CONTRACT

Rarity: Uncommon

Cost: 0

Type: Operation - Transaction

Game Text: Rez a piece of ice, at no cost. Put on that ice a number of Term counters equal to its rez cost. At the start of each of your turns, if you have at least [2], lose [2] and remove one of these Term counters; otherwise, put a Term counter on that piece of ice.

Artist: Doug Shuler

SCHLAGHUND POINTERS

Rarity: Uncommon

Cost: 6

Type: Operation

Game Text: Play only if Runner has attempted a run this game.

Trace3 - If trace is successful, give Runner a tag. Pay [1], in addition to the normal cost, for each point of trace above 0.

Artist: Ciro Tota

UNDERWORLD MOLE

Rarity: Common

Cost: 6

Type: Operation - Gray Ops

Game Text: Play only if Runner installed any resources during his or her last turn.

Trace4 - If trace is successful, trash a resource Runner installed during his or her last turn and give Runner a tag.

Artist: David Seeley

Upgrades**HERMAN REVISTA**

Rarity: Uncommon

Cost: 1

Type: Upgrade - Sysop

Game Text: [0]: Rearrange the ice installed on this fort. Use this ability only at the start of a run on this data fort.

Trash: 4

Artist: Zak Plucinski

LESLEY MAJOR

Rarity: Rare

Cost: 0

Type: Upgrade - Sysop

Game Text: Install Lesley Major only in a subsidiary data fort.

[5]: Add two advancement counters, at no cost, to a card installed in this data fort. Use this ability only when Runner passes the last piece of ice on this fort, and only once per run.

Trash: 0

Artist: Randy Gallegos

LISA BLIGHT

Rarity: Rare

Cost: 0

Type: Upgrade - Sysop

Game Text: [1], Discard a card at random: Repeat one subroutine on a piece of ice on this fort, until the end of the run. Treat the copy of the subroutine as if it appeared immediately after the original subroutine. Use this ability only during a run.

Trash: 2

Artist: Phil Hale

MARCEL DESOLEIL

Rarity: Rare

Cost: 0

Type: Upgrade - Sysop

Game Text: [2], Trash the top two cards stored in R&D: Repeat one subroutine on a piece of ice on this fort, until the end of the run. Treat the copy of the subroutine as if it appeared immediately after the original subroutine. Use this ability only during a run.

Trash: 2

Artist: Phil Hale

NETWORKED CENTER

Rarity: Rare

Cost: 4

Type: Upgrade - Asset - Region

Game Text: The difficulty of Gray Ops agendas installed in this fort is reduced by 1.

Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

Trash: 3

Artist: Romas Kukalis

OBFUSCATED FORTRESS

Rarity: Rare

Cost: 4

Type: Upgrade

Game Text: At the start of a run on this fort, Runner must announce the number of bits he or she will spend during the run. Runner cannot spend more than this during that run. If Runner does not spend that many bits during that run, the Runner loses the remainder once the run is complete. You may rez Obfuscated Fortress at the start of a run on this fort.

Trash: 0

Artist: Mark Rattin

PANIC BUTTON

Rarity: Uncommon

Cost: 1

Type: Upgrade

Game Text: Install Panic Button only in HQ.

[1]: Draw a card. Use this ability only during a run on HQ.

Trash: 4

Artist: Doug Shuler

PAVIT BHARAT

Rarity: Rare

Cost: 2

Type: Upgrade - Sysop

Game Text: Install Pavit only in a subsidiary data fort. When you rez Pavit Bharat, uninstall all cards installed in this fort and store them in HQ. Install an equal number of cards from HQ in this fort. Rez Pavit Bharat only when Runner has passed the last piece of ice on this fort.

Trash: 0

Artist: Zak Plucinski

RASMIN BRIDGER

Rarity: Uncommon

Cost: 4

Type: Upgrade - Sysop

Game Text: After Runner passes each piece of ice on this fort, Runner must pay [1] or end the run.

Trash: 2

Artist: Brice Parker

RAYMOND ELLISON

Rarity: Uncommon

Cost: 0

Type: Upgrade - Sysop

Game Text: Install Raymond Ellison only in a subsidiary data fort.

[T]: Remove any number of advancement counters from cards installed in this data fort. Gain [3] for each advancement counter removed. Use this ability only during a run. At the end of the run, return to the bank any of the bits gained that you did not spend.

Trash: 2

Artist: Phil Hale

RESEARCH BUNKER

Rarity: Rare

Cost: 4

Type: Upgrade - Asset - Region

Game Text: The difficulty of research agendas installed in this fort is reduced by 1.

Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

Trash: 3

Artist: Brice Parker

SIMON FRANCISCO

Rarity: Uncommon

Cost: 3

Type: Upgrade - Sysop

Game Text: Install Simon Francisco only in R&D or HQ.

During a run in which Simon Francisco is accessed, Runner accesses one less card stored in this fort.

Trash: 3

Artist: Randy Gallegos

WEAPONS DEPOT

Rarity: Rare

Cost: 4

Type: Upgrade - Asset - Region

Game Text: The difficulty of Black Ops agendas installed in this fort is reduced by 1.

Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

Trash: 3

Artist: David Seeley

Proteus - Runner

Hardware

CORTICAL CYBERMODEM

Rarity: Common

Cost: 11

Type: Hardware - Deck - Cybernetics

Game Text: Provides +2 MU and +2 hand size. Put [2] from the bank on Cortical Cybermodem when it is installed. Use these bits only to pay for using icebreakers during runs. If you use any of these bits, replace them from the bank at the start of your next turn.

Only one deck can be in play at a time. Trash any older decks.

Artist: Christopher Rush

CORTICAL STIMULATORS

Rarity: Common

Cost: 1

Type: Hardware - Cybernetics

Game Text: Prevents 1 Net or brain damage each turn.

Artist: Randy Gallegos

EUROCORPSE [TM] SPIN CHIP

Rarity: Uncommon

Cost: 6

Type: Hardware - Chip

Game Text: Put [2] from the bank on Spin Chip when it is installed. Spin Chip can have an icebreaker installed in it whose MU cost is no greater than 1. Use the bits on Spin Chip only to pay for using this icebreaker during runs. If you use any of these bits, replace them from the bank at the start of your next turn.

Artist: Doug Shuler

LUCIDRINE [TM] DRIP FEED

Rarity: Rare

Cost: 8

Type: Hardware

Game Text: At the start of each of your turns, if there are two Drip counters on Drip Feed, remove all Drip counters from it and take 1 brain damage, which cannot be prevented; otherwise, put a Drip counter on Drip Feed and gain an action.

Artist: Paul Chadwick

SUNBURST CRANIAL INTERFACE

Rarity: Common

Cost: 5

Type: Hardware - Connection - Deck - Stealth

Game Text: Provides +1 MU and +1 hand size. Put [1] from the bank on Cranial Interface when it is installed. Use this bit only to pay for using icebreakers during runs, but not for using noisy icebreakers. If you use the bit, replace it from the bank at the start of your next turn.

Only one deck can be in play at a time. Trash any older decks.

Artist: Craig Hooper

THE DECK

Rarity: Rare

Cost: 11

Type: Hardware - Base Link - Deck

Game Text: [0]: Base link 5

[1]: +1 link

Provides +1 MU.

Use only one base link card for each trace attempt made against you.

Only one deck can be in play at a time. Trash any older decks.

Artist: Mark Tedin

Preps**ALL-HANDS**

Rarity: Common

Cost: 3

Type: Prep

Game Text: Make a run on HQ. If run is successful, access three additional cards from HQ. You cannot use noisy icebreakers during the run.

Artist: Michael Kellner

BLACKMAIL

Rarity: Rare

Cost: 12

Type: Prep

Game Text: Make a run on HQ. If run is successful, do not access cards from HQ; instead, score 1 agenda point.

Artist: James Allen Higgins

CRUISING FOR NETWATCH

Rarity: Common

Cost: 0

Type: Prep

Game Text: Gain [1] and draw two cards.

Artist: David Logan

DECOY SIGNAL

Rarity: Common

Cost: 0

Type: Prep

Game Text: Make a run. Whenever you approach an unrezzed piece of ice during that run, expose it. You may jack out before the Corp decides whether to rez the ice.

Artist: John Sledd

DEMOLITION RUN

Rarity: Uncommon

Cost: 4

Type: Prep - Sabotage

Game Text: Make a run. If run is successful, do not access cards; instead, trash all rezzed ice on the fort on which you just made a run, and the Corp gives you three tags.

Artist: John Sledd

DISGRUNTLED ICE TECHNICIAN

Rarity: Uncommon

Cost: 2

Type: Prep - Sabotage

Game Text: Make a run. After passing a piece of ice during this run, you may derez that ice and end your run if you broke all the subroutines of that ice.

Artist: Doug Chaffee

DRONE FOR A DAY

Rarity: Common

Cost: 4

Type: Prep

Game Text: Gain [9] and the Corp gives you a tag.

Artist: Romas Kukalis

FAKED HIT

Rarity: Uncommon

Cost: 5

Type: Prep - Bad Publicity

Game Text: Give the Corp 1 Bad Publicity point. Take 2 brain damage. This damage cannot be prevented.

If the Corp has 7 or more Bad Publicity points, it loses the game, even if it fulfills victory conditions at the same time.

Artist: Randy Gallegos

FRAME-UP

Rarity: Rare

Cost: 2

Type: Prep - Bad Publicity

Game Text: Play only if you made a successful run on both HQ and R&D this turn. Give the Corp 1 Bad Publicity point. Give the Corp 1 additional Bad Publicity point if you liberated or trashed any Black Ops cards during those runs.

If the Corp has 7 or more Bad Publicity points, it loses the game, even if it fulfills victory conditions at the same time.

Artist: Doug Chaffee

HIJACK

Rarity: Rare

Cost: 1

Type: Prep

Game Text: Install a program or a piece of hardware. Gain [3], which you may use only to pay for its installation cost. Return to the bank any of the [3] you did not spend.

Artist: Thomas Gianni

ICE AND DATA SPECIAL REPORT

Rarity: Common

Cost: 0

Type: Prep

Game Text: Expose up to five cards installed in or on a single data fort.

Artist: David Logan

IDENTITY DONOR

Rarity: Rare

Cost: 0

Type: Prep - Bad Publicity

Game Text: Do not play Identity Donor as an action; instead, play it during the Corp 's turn when you would suffer meat damage. Prevent that meat damage and give the Corp 2 Bad Publicity points.

If the Corp has 7 or more Bad Publicity points, it loses the game, even if it fulfills victory conditions at the same time.

Artist: Debbie Hughes

LIVE NEWS FEED

Rarity: Rare

Cost: 0

Type: Prep - Bad Publicity

Game Text: Make a run. If run is successful, the Corp gives you two tags, and you give the Corp 1 Bad Publicity point for each black ice you encountered during the run, 1 for each Black Ops card the Corp rezzed during the run, and 1 for each Black Ops agenda you liberated during the run.

If the Corp has 7 or more Bad Publicity points, it loses the game, even if it fulfills victory conditions at the same time.

Artist: Doug Chaffee

ON THE FAST TRACK

Rarity: Uncommon

Cost: 0

Type: Prep

Game Text: Gain [8] if you trashed an advertisement card this turn, or gain [6] if you trashed a transactions card this turn.

Artist: Paul Chadwick

PIRATE BROADCAST

Rarity: Rare

Cost: 1

Type: Prep

Game Text: Make a run on each data fort. Score 1 agenda point if all the runs are successful. Forgo your next action if any of the runs are not successful.

Artist: Ciro Tota

POISONED WATER SUPPLY

Rarity: Rare

Cost: 4

Type: Prep - Bad Publicity

Game Text: Play only if you have at least two connections in play. Trash two connections. Give the Corp 1 Bad Publicity point.

If the Corp has 7 or more Bad Publicity points, it loses the game, even if it fulfills victory conditions at the same time.

Artist: Brice Parker

PREARRANGED DROP

Rarity: Rare

Cost: 0

Type: Prep

Game Text: The next time you access an agenda this turn, gain [6].

Artist: David Seeley

PROMISES, PROMISES

Rarity: Rare

Cost: 2

Type: Prep

Game Text: The next time you access an agenda this turn, score 1 additional agenda point.

Artist: Doug Shuler

RECONNAISSANCE

Rarity: Common

Cost: 0

Type: Prep

Game Text: Make a run. Whenever the Corp rezzes a card during that run, gain [1].

Artist: Doug Shuler

REMOTE DETONATOR

Rarity: Uncommon

Cost: 7

Type: Prep - Sabotage

Game Text: Play only if you made a successful run on a data fort this turn. Trash all rezzed ice on that fort, and the Corp gives you three tags.

Artist: Norm Dwyer

RUSH HOUR

Rarity: Common

Cost: 3

Type: Prep

Game Text: Make a run on R&D. If run is successful, access three additional cards from R&D. You cannot use noisy icebreakers during the run.

Artist: John Sledd

SENATORIAL FIELD TRIP

Rarity: Rare

Cost: 1

Type: Prep - Bad Publicity

Game Text: Play only if the Corp rezzed a piece of Black Ice this turn. The Corp either derezzes that piece of ice or receives 2 Bad Publicity points.

If the Corp has 7 or more Bad Publicity points, it loses the game, even if it fulfills victory conditions at the same time.

Artist: Pete Venters

STAKEOUT

Rarity: Common

Cost: 0

Type: Prep

Game Text: Gain [2] and draw one card.

Artist: Paul Chadwick

SUBLIMINAL CORRUPTION

Rarity: Uncommon

Cost: 2

Type: Prep - Bad Publicity

Game Text: Make a run. Give the Corp 1 Bad Publicity point for each advertisement you trash during the run.

If the Corp has 7 or more Bad Publicity points, it loses the game, even if it fulfills victory conditions at the same time.

Artist: James Allen Higgins

TEST SPIN

Rarity: Rare

Cost: 1

Type: Prep

Game Text: Search your stack for a program, and install it, at no cost. Shuffle your stack. If you install a program in this way, make a run. After the run, shuffle the program into your stack, unless it is no longer in play, in which case, lose [4] plus its installation cost. If this is more than the number of bits in your pool, suffer the difference in meat damage.

Artist: Mark Tedin

THE PERSONAL TOUCH

Rarity: Common

Cost: 4

Type: Prep

Game Text: Put a +1 strength counter on an icebreaker.

Artist: Debbie Hughes

WEEFLE INITIATION

Rarity: Common

Cost: 0

Type: Prep

Game Text: Make a run. Prevent up to 7 damage during that run.

Artist: Rick Berry

Programs

ARMAGEDDON

Rarity: Rare

Cost: 1

Type: Program - Virus - Random - 1 MU

Game Text: After each successful run on R&D, you may choose to give the Corp a Doom counter instead of accessing cards from R&D. Each Doom counter forces the Corp to roll a die whenever it installs a card. On a 6, the card is trashed after it is installed, and the Corp removes a Doom counter.

The Corp may remove all Virus counters at any time, but must then forgo its next three actions.

Artist: Mark Tedin

BIG FRACKIN' GUN

Rarity: Common

Cost: 2

Type: Program - Icebreaker - Killer - 1 MU

Game Text: [6]: Break up to five sentry subroutines on a single piece of ice.

[1]: +1 strength

Strength: 7

Artist: Doug Shuler

BLACK WIDOW

Rarity: Uncommon

Cost: 9

Type: Program - Icebreaker - Killer - 1 MU

Game Text: [1]: Break sentry subroutine.

[2]: +1 strength

Choose an installed piece of ice when you install Black Widow. Black Widow gets +5 strength during each encounter with that piece of ice.

Strength: 2

Artist: Doug Shuler

BORING BIT

Rarity: Common

Cost: 6

Type: Program - Icebreaker - Worm - 1 MU

Game Text: [2]: Break wall subroutine.

[1]: +1 strength

Strength: 5

Artist: Ash Arnett

BULLDOZER

Rarity: Uncommon

Cost: 7

Type: Program - Icebreaker - Noisy - 1 MU

Game Text: [1]: Break wall subroutine.

[2]: +1 strength

If Bulldozer breaks all the subroutines of a wall, and the next piece of ice encountered during this run is a sentry, break one of the subroutines of that sentry, at no cost.

Whenever you break a wall subroutine with Bulldozer, lose a total of [2] from stealth cards.

Strength: 4

Artist: Michael Kellner

CORROSION

Rarity: Common

Cost: 3

Type: Program - Icebreaker - Worm - 1 MU

Game Text: [0]: Break wall subroutine.

[1]: +1 strength

Strength: 0

Artist: James Allen Higgins

CRUMBLE

Rarity: Uncommon

Cost: 3

Type: Program - Virus - 1 MU

Game Text: After each successful run on HQ, give the Corp a Crumble counter. Two or more Crumble counters allow you trash, at no cost, any cards accessed from HQ, even if the cards cannot normally be trashed.

The Corp may remove all Virus counters at any time, but must then forgo its next three actions.

Artist: Mark Rattin

DISINTEGRATOR

Rarity: Uncommon

Cost: 6

Type: Program - 2 MU

Game Text: [2]: Derez a piece of ice and end your run. Use this ability only when you have just broken all the subroutines of that piece of ice and have successfully passed it.

Artist: Christopher Rush

ENTERPRISE, INC., SHIELDS

Rarity: Common

Cost: 0

Type: Program - 1 MU

Game Text: [1]: Prevent up to 2 Net damage.

[1]: Prevent 1 brain damage.

Artist: Mark Rattin

FORWARD'S LEGACY

Rarity: Uncommon

Cost: 9

Type: Program - Icebreaker - Killer - 1 MU

Game Text: [0]: Break sentry subroutine.

At the start of each run, roll a die and add the result to Legacy 's strength for that run.

Strength: 0

Artist: Mark Rattin

FUBAR

Rarity: Uncommon

Cost: 10

Type: Program - Icebreaker - Noisy - 1 MU

Game Text: [1]: Break a subroutine of the type chosen for Fubar.

[2]: +1 strength

[0]: Choose whether Fubar breaks code gates, sentries, or walls. Use this ability only once.

Whenever you break an ice subroutine with Fubar, lose [1] from a stealth card.

Strength: 3

Artist: David Logan

GARBAGE IN

Rarity: Uncommon

Cost: 3

Type: Program - Virus - 1 MU

Game Text: After each successful run on R&D, give the Corp a Garbage counter. Two or more Garbage counters allow you to trash, at no cost, any cards accessed from R&D, even if the cards cannot normally be trashed. The Corp loses two Garbage counters after any run during which this ability is used.

The Corp may remove all Virus counters at any time, but must then forgo its next three actions.

Artist: Kevin Taylor

HIGHLIGHTER

Rarity: Uncommon

Cost: 3

Type: Program - Virus - 1 MU

Game Text: After each successful run on R&D, give the Corp a Highlighter counter. Each Highlighter counter after the first allows you to access an additional card from R&D whenever you access cards from R&D.

The Corp may remove all Virus counters at any time, but must then forgo its next three actions.

Artist: Craig Hooper

LOCKJAW

Rarity: Common

Cost: 0

Type: Program - 1 MU

Game Text: [T]: Give one of your icebreakers +2 strength for the remainder of this run. Use this ability only during an encounter with a piece of ice.

Artist: David Logan

MORPHING TOOL

Rarity: Uncommon

Cost: 10

Type: Program - Icebreaker - 1 MU

Game Text: [2]: Break a subroutine of the type last chosen for Morphing Tool.

[1]: +1 strength

[1], A: Choose whether Morphing Tool breaks code gates, sentries, or walls.

When you install Morphing Tool, choose whether it breaks code gates, sentries, or walls.

Strength: 4

Artist: Rick Berry

REDECORATOR

Rarity: Common

Cost: 9

Type: Program - Icebreaker - Killer - 1 MU

Game Text: [1]: Break up to two sentry subroutines on a single piece of ice.

[3]: +1 strength

Strength: 3

Artist: Mark Tedin

SCALDAN

Rarity: Rare

Cost: 3

Type: Program - Virus - Bad Publicity - Random - 1 MU

Game Text: After each successful run on HQ, give the Corp a Scaldan counter. Each Scaldan counter forces the Corp to roll a die at the start of each of its turns. On a 5 or a 6, the Corp gains 1 Bad Publicity point.

The Corp may remove all Virus counters at any time, but must then forgo its next three actions.

If the Corp has 7 or more Bad Publicity points, it loses the game, even if it fulfills victory conditions at the same time.

Artist: Norm Dwyer

SKELETON PASSKEYS

Rarity: Common

Cost: 3

Type: Program - Icebreaker - 1 MU

Game Text: [0]: Break code gate subroutine.

[3]: +4 strength

Strength: 1

Artist: Michael Kellner

SKULLCAP

Rarity: Common

Cost: 0

Type: Program - 1 MU

Game Text: T: Prevent any amount of Net or brain damage.

Artist: Craig Hooper

TAXMAN

Rarity: Uncommon

Cost: 3

Type: Program - Virus - 1 MU

Game Text: After each successful run on HQ, give the Corp a Tax counter. Every two Tax counters cause the Corp to lose [1] at the start of each of its turns.

The Corp may remove all Virus counters at any time, but must then forgo its next three actions.

Artist: James Allen Higgins

VIENNA 22

Rarity: Uncommon

Cost: 3

Type: Program - Virus - 1 MU

Game Text: After each successful run on HQ, give the Corp a Vienna counter. Each Vienna counter allows you to access an additional card from HQ whenever you access cards from HQ.

The Corp may remove all Virus counters at any time, but must then forgo its next three actions.

Artist: Kino

VIRAL PIPELINE

Rarity: Rare

Cost: 3

Type: Program - Virus - 1 MU

Game Text: After each successful run on Archives, HQ, or R&D, put a Socket counter in that data fort. Socket counter from Archives, Socket counter from HQ, and Socket counter from R&D: Give the Corp a Pipe counter. Each Pipe counter causes the Corp to forgo an action at the start of each of its turns.

The Corp may remove all Virus counters at any time, but must then forgo its next three actions.

Artist: David Ho

WRECKING BALL

Rarity: Common

Cost: 4

Type: Program - Icebreaker - Noisy - 1 MU

Game Text: [0]: Break wall subroutine.

[2]: +1 strength

Whenever you break a wall subroutine with Wrecking Ball, lose [1] from a stealth card.

Strength: 2

Artist: Doug Shuler

Resources**AIRPORT LOCKER**

Rarity: Rare

Cost: 0

Type: Resource - Hidden

Game Text: [5], [T]: Search your stack for a program, and install that program, if you can. Shuffle your stack afterwards. You may use this ability during an encounter with a piece of ice.

Hidden resources are installed face down, but are put into the trash face up.

Artist: Zak Plucinski

BACK DOOR TO NETWATCH

Rarity: Rare

Cost: 0

Type: Resource - Hidden - Bad Publicity

Game Text: [3], [T]: Cancel the effect of a successful trace. Give the Corp 1 Bad Publicity point if the trace would have had an effect other than or in addition to giving you any tags.

Hidden resources are installed face down, but are put into the trash face up.

If the Corp has 7 or more Bad Publicity points, it loses the game, even if it fulfills victory conditions at the same time.

Artist: John Sledd

BACK DOOR TO RIVALS

Rarity: Common

Cost: 2

Type: Resource - Base Link

Game Text: [0]: Base link 2 [3]: +1 link

Gain [1] whenever you successfully use Back Door to Rivals to avoid a trace.

Use only one base link card for each trace attempt made against you.

Artist: Romas Kukalis

BARGAIN WITH VIACOX

Rarity: Rare

Cost: 3

Type: Resource - Random

Game Text: After the turn in which you install Viacox, you gain an action during each of your turns, which you must take if possible. Roll a die at the start of each of your turns to find out what the action is. On a 1, draw a card. On a 2, gain [1]. On a 3, make a run on R&D. On a 4, make a run on HQ. On a 5, make a run on a subsidiary data fort. On a 6, reveal a card to the Corp at random from your hand, and play or install that card.

Artist: Michael Kellner

BOLT-HOLE

Rarity: Common

Cost: 0

Type: Resource - Hidden

Game Text: [T]: Prevent 2 meat damage.

Hidden resources are installed face down, but are put into the trash face up.

Artist: Doug Chaffee

CHIBA BANK ACCOUNT

Rarity: Common

Cost: 0

Type: Resource - Hidden

Game Text: [1], [T]: Gain [4]. You may use this ability whenever you pay any cost or penalty.

Hidden resources are installed face down, but are put into the trash face up.

Artist: Matt Wilson

CREDIT SUBVERSION

Rarity: Uncommon

Cost: 0

Type: Resource - Sabotage - Hidden

Game Text: [T]: The Corp loses [3]. Use this ability immediately after a successful run on HQ.

Hidden resources are installed face down, but are put into the trash face up.

Artist: David Logan

DEATH FROM ABOVE

Rarity: Rare

Cost: 0

Type: Resource - Sabotage - Hidden

Game Text: [T]: Trash, at no cost, all cards installed in a subsidiary data fort, even if they cannot normally be trashed. Use this ability only when you have just successfully made a run on that fort, and before accessing cards from that fort.

Hidden resources are installed face down, but are put into the trash face up.

Artist: Zak Plucinski

EXPENDABLE FAMILY MEMBER

Rarity: Common

Cost: 0

Type: Resource - Hidden

Game Text: [1], [T]: Avoid receiving a tag.

Hidden resources are installed face down, but are put into the trash face up.

Artist: Zak Plucinski

GET READY TO RUMBLE

Rarity: Uncommon

Cost: 0

Type: Resource - Connection - Hidden

Game Text: [T]: The Corp discards two cards at random from HQ. Use this ability only when the Corp successfully does meat damage.

Hidden resources are installed face down, but are put into the trash face up.

Artist: Kevin Taylor

HQ MOLE

Rarity: Common

Cost: 0

Type: Resource - Hidden

Game Text: [4], [T]: Access two additional cards from HQ. Use this ability only when accessing cards from HQ.

Hidden resources are installed face down, but are put into the trash face up.

Artist: Phil Hale

LIBERATED SAVINGS ACCOUNT

Rarity: Common

Cost: 0

Type: Resource - Hidden

Game Text: [7], [T]: Gain [11]. You may use this ability whenever you pay any cost or penalty.

Hidden resources are installed face down, but are put into the trash face up.

Artist: Phil Hale

MERCENARY SUBCONTRACT

Rarity: Uncommon

Cost: 0

Type: Resource - Sabotage - Hidden

Game Text: [4], [T]: Trash, at no cost, one or more cards that you are currently accessing, even if those cards cannot normally be trashed.

Hidden resources are installed face down, but are put into the trash face up.

Artist: Rick Berry

PRECISION BRIBERY

Rarity: Uncommon

Cost: 0

Type: Resource - Unique

Game Text: The Corp cannot create any new data forts. The Corp may trash Precision Bribery by taking an action to pay [4]. Only one unique card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

Artist: Debbie Hughes

R&D MOLE

Rarity: Common

Cost: 0

Type: Resource - Hidden

Game Text: [4], [T]: Access two additional cards from R&D. Use this ability only when accessing cards from R&D.

Hidden resources are installed face down, but are put into the trash face up.

Artist: Rick Berry

RUNNER SENSEI

Rarity: Common

Cost: 4

Type: Resource - Base Link - Position

Game Text: [2]: Base link 4 [2]: +1 link

Gain [1] whenever you successfully use Runner Sensei to avoid a trace.

Use only one base link card for each trace attempt made against you.

Artist: Randy Gallegos

SIMULACRUM

Rarity: Rare

Cost: 0

Type: Resource - Connection - Hidden

Game Text: [T]: Pass a piece of AP ice. You may use this ability during an encounter with a piece of ice.

Hidden resources are installed face down, but are put into the trash face up.

Artist: Kino

STREETWARE DISTRIBUTOR

Rarity: Common

Cost: 1

Type: Resource - BBS - Position

Game Text: Take [1] from Streetware Distributor, if it has any bits, at the start of each of your turns.

A: Put [3] from the bank on Streetware Distributor.

Artist: Matt Wilson

SWISS BANK ACCOUNT

Rarity: Common

Cost: 0

Type: Resource - Hidden

Game Text: You may use the following abilities whenever you pay any cost or penalty. [T]: Gain [2].

[3], [T]: Gain [6].

Hidden resources are installed face down, but are put into the trash face up.

Artist: Debbie Hughes

TIME TO COLLECT

Rarity: Rare

Cost: 0

Type: Resource - Hidden

Game Text: [T]: Prevent one or more of your other installed resources from being trashed. Use this ability only during the Corp 's turn.

Hidden resources are installed face down, but are put into the trash face up.

Artist: Doug Chaffee

WIRED SWITCHBOARD

Rarity: Common

Cost: 0

Type: Resource - Hidden

Game Text: [T]: +3 link. Use this ability only after you and the Corp have revealed how much each of you spent on the trace attempt.

Hidden resources are installed face down, but are put into the trash face up.

Artist: Doug Chaffee

Classic - Corporation

Agenda

DATA FORT REMAPPING

Common

4

Agenda - Gray Ops

Put a Remap counter on Data Fort Remapping when you score it.

Remap Counter: End a run.

"In netspace, the map is often the territory. That's just one more reason we don't hire philosophy grads." - Dave Michaels

2

v2.2

John Sledd

SUPERSERUM

Rare

3

Agenda - Research

When you score Superserum, remove all Virus counters, and avoid receiving the next two Virus counters Runner gives to you.

"A holistic approach to system immunology: ist AI routines mark both computer viruses and suspect moles for deletion."

2

v2.2

David Ho

THEOREM PROOF

Rare

5

Agenda - Research

If Runner accesses Theorem Proof, he or she does not score it, but instead may install it as a 2 MU program that has the ability "A: Score Theorem Proof" but is removed from the game if it leaves play in any other way.

"You could write the whole thing on the margin of a screamsheet. It's the AI module I'm using to verify it that's hogging all the MU!"

3

v2.2

Doug Chaffee

UNLISTED RESEARCH LAB

Common

3

Agenda - Asset - Gray Ops

Draw an additional card at the start of each of your turns.

"You may feel some discomfort."

2

v2.2

Doug Chaffee

ICE

BASKERVILLE

Rare

10

Ice - Sentry - AP - Hellhound - Sleepy

*Do 2 Net damage.

*Trace5 - If trace is successful, give Runner a Baskerville counter. Each counter does 2 Net damage at the start of each run. Runner may remove a Baskerville counter by taking an action to spend [3].

*End the run.

If Runner has used a noisy icebreaker during this run, the cost to rez Baskerville is reduced by [5].

4

v2.2

Mark Rattin

BOLTER SWARM

Common

8

Ice - Sentry - AP - Hellbolt - Sleepy

*Do 4 Net damage.

*Runner cannot break any subroutines on the next piece of ice encountered during this run.

If Runner has used a noisy icebreaker during this run, the cost to rez Bolter Swarm is reduced by [5].

4

v2.2

John Sledd

BRAIN DRAIN

Rare

3

Ice - Sentry - Black Ice - AP

*Roll a die. On a 1, do 3 brain damage.

"Weefs never look 'up.'" - Edger

3

v2.2

David Ho

DEADEYE

Common

5

Ice - Sentry - Killer - Sleepy

*Trash a program.

*End the run.

If Runner has used a noisy icebreaker during this run, the cost to rez Deadeye is reduced by [5].

Wakes up shooting at the drop of a hat

0

v2.2

Douglas Chuler

DUMPSTER

Rare

5

Ice - Code Gate - Deflector

Dumpster cannot be installed on the Archives.

*Runner is now encountering the outermost piece of rezzed ice on the Archives, instead of passing Dumpster. The run is now considered to be a run on the Archives. If there is no rezzed ice on the Archives, Runner is considered to have passed the last piece of ice on the Archives.

5

v2.2

Mark Poole

ENTRAPMENT

Common

2

Ice - Code Gate - Deflector

*If you pay [2], Runner is now encountering the outermost piece of rezzed ice on a data fort of your choice, instead of passing Entrapment. The run is now considered to be a run on that data fort. If there is no rezzed ice on that fort, Runner is considered to have passed the last piece of ice on that fort.

4

v2.2

Mark Tedin

GLACIER

Rare

0

Ice - Wall

Rezzing Glacier cost 1 agenda point, in addition to the normal cost.

*End the run.

*End the run.

[1]: Move Glacier to the outermost position of any other data fort. Use this ability only at the start of a run. You may use this ability even if Glacier is unrezzed, in which case, you reveal it.

5

v2.2

Daniel Gelon

IMPERIAL GUARD

Common

10

Ice - Sentry - Killer - Sleepy

*Trash a program.

*End the run.

If Runner has used a noisy icebreaker during this run, the cost to rez Imperial Guard is reduced by [5].

"Watch my katana spill your subroutines, inferior gaijin tech!"

5

v2.2

Douglas Shuler

PUZZLE

Common

2

Ice - Code Gate

*End the run, and trash Puzzle at end of turn.

*End the run, and trash Puzzle at end of turn.

Design a puzzle any fool can solve, and only fools will solve it.

5

v2.2

Kino

TRAPDOOR

Rare

3

Ice - Code Gate - Deflector

Install Trapdoor only on R&D or HQ.

*Runner is now encountering the outermost piece of rezzed ice on a subsidiary data fort of your choice, instead of passing Trapdoor. The run is now considered to be a run on that data fort. If there is no rezzed ice on that fort, Runner is considered to have passed the last piece of ice on that fort. Runner automatically breaks this subroutine if there are no subsidiary data forts.

3

v2.2

Mark Tedin

VORTEX

Common

0

Ice - Code Gate - Deflector

*If you pay [2], Runner is now encountering the outermost piece of rezzed ice on a data fort of your choice, instead of passing Vortex. The run is now considered to be a run on that data fort. If there is no rezzed ice on that fort, Runner is considered to have passed the last piece of ice on that fort.

2

v2.2

James Allen

Nodes**INDISCRIMINATE RESPONSE TEAM**

Rare

0

Node - Black Ops

After Runner makes a successful run, you may have Runner shuffle his or her hand into his or her stack and then draw as many cards as he or she had before.

"But did you get him?"

2

v2.2

Ian Miller

SATELLITE MONITORS

Common

3

Node

At the start of each of your turns, you may roll a die for each run Runner made during his or her last turn. For each 1, give Runner a tag.

"Say, isn't that your daughter?"

1

v2.2

Doug Chaffee

STRATEGIC PLANNING GROUP

Rare

2

Node - Unique

Whenever you draw one or more cards, draw an extra card. Then place one of the drawn cards on the bottom of R&D. Only one unique card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

"We don't plot; we facilitate."

4

v2.2

Doug Chaffee

Operations**BADTIMES**

Common

4

Operation - Virus

Play only if Runner is tagged.

Runner's MU is reduced by 2 until end of turn.

"They always think it's a hoax."

v2.2

Kevin T. Phillips

CORPORATE SHUFFLE

Common

0

Operation - Double

Draw five cards, then shuffle a card stored in HQ into R&D.

Playing a double operation costs two consecutive actions this turn instead of one.

"It's a shell game for the shareholders."

v2.2

Doug Chaffee

RECLAMATION PROJECT

Rare

0

Operation - Double

Search the archives for any number of ice cards. Show those cards to Runner, then store them in HQ.

Playing a double operation costs two consecutive actions this turn instead of one.

"The code's already there; why let it go to waste?"

v2.2

David Seeley

Upgrades

LONDON CITY GRID

Rare

3

Upgrade - Region

Runner must pay [1], in addition to the normal cost, to use each subroutine of a noisy icebreaker during runs on this fort.

Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

London: home to Big Ben, Buckingham Palace, and some of the nastiest, most insidious, and downright brilliant code this side of the Pond

6

v2.2

Pete Venters

SELF-DESTRUCT

Common

2

Upgrade - Ambush

Install Self-Destruct only in a subsidiary data fort.

[T]. Traah all other cards installed in or on this data fort. Do 1 Net damage for each card successfully trashed in this way.

Use this ability only when Runner accesses Self-Destruct.

"This'll ream our bottom line unless we reclassify data-entry clerks as 'consumables.'"

0

v2.2

Mark Tedin

SHOCK TREATMENT

Rare

2

Upgrade - Ambush

When Runner accesses Shock Treatment, trash all pieces of hardware and two programs. Ignore this effect unless Runner has four or more tags.

"Yo, Bob, red light. Bob? Red Light! Bob, c'mon - I'm serious! GAH! Now there's a fire and a red light! Bob?"

5

v2.2

Doug Chaffee

STERDROID

Common

0

Upgrade

[3], [T]: Choose a piece of ice. That ice's strength is doubled until end of turn. If this would raise the ice's strength above 10, its strength becomes 10.

"Runners love this one like bikers adore wires across roads." - Norman Niemann, WuTech security director

0

v2.2

Kino

STREET ENFORCER

Rare

1

Upgrade - Sysop

At the start of each run on this data fort, Runner loses [X], where X is equal to the number of tags Runner has.

"I think you know why I'm here."

3

v2.2

Hannibal King

Classic - Runner

Hardware

LITTLE BLACK BOX

Rare

4

Hardware - Deck

Provides +1 MU and +1 hand size. Prevent up to 1 Net or brain damage each turn. Put [1] from the bank on Little Black Box when it is installed. Use this bit only to pay for increasing your link. If you use the bit, replace it from the bank at the start of your next turn.

Only one deck can be in play at a time. Trash any older decks.

v2.2

Randy Gallegos

OMNITECH "SPINAL TAP" CYBERMODEM

Rare

5

Hardware - Deck - Random

Provides +1 Mu. Put [2] from the bank on Omnitech "Spinal Tap" Cybermodem when it is installed. Use this bits only to pay for using icebreakers during runs or increasing your link. If you use any of these bits, replace them at the start of your next turn.

At the start of each of your turns roll a die. On a 1, suffer 2 brain damage. This damage cannot be prevented.

If Omnitech "Spinal Tap" Cybermodem leaves play suffer 2 brain damage.

Only one deck can be in play at a time. Trash any older decks.

v2.2

Clint Langley

OMNITECH WET DRIVE

Rare

0

Hardware - Cybernetics

Your base MU is equal to the number of cards in your hand instead of 4.

"Now with reduced long-term memory loss!" - Rejected marketing slogan

v2.2

Terese Nielsen

VINTAGE CAMARO

Common

1

Hardware - Vehicle

[1], Forgo your next action: Avoid receiving a tag.

"I'm not firing a LAW at that! It's a classic!"

v2.2

Romas

ZETATECH PORTASTATION

Common

3

Hardware

Put [1] from the bank on Zetatech Portostation when it is installed. Use this bit only to pay for playing preps. If you use the bit, replace it from the bank at the start of your next turn.

"Zetatech. All you need is a brain, a deck, and a friend." - Short-lived WNS ad campaign

v2.2

Brice Parker

Preps**BOOSTERGANG CONNECTIONS**

Rare

7

Prep

Trash your hand. Search your stack for as many cards as were successfully trashed in this way and bring them into your hand. Shuffle your stack afterward.

"If you don't fear death, they're great to hang with."

v2.2

Clint Langley

CORRUPTION

Rare

0

Prep

Play only if you scored any agendas this turn. Lose all agenda points you scored this turn, and the Corp scores that many agenda points. Gain [10] per agenda point lost in this way, and the Corp gives you a tag.

"Excuse me, Dave? Can I borrow 250,000 eb 'til payday?"

v2.2

Mark Tedin

DO THE 'DRINE [TM]

Rare

0

Prep

Suffer any amount of brain damage, but not enough to flatline you or to reduce your hand size to less than 0. Gain [4] for each point of brain damage you suffer in this way. This damage cannot be prevented.

"I may be stupid, but I'm rich!"

v2.2

Matthew D. Wilson

FINDERS KEEPERS

Common

7

Prep - Random

Roll three dice. Gain that many bits.

"Looks like both our luck's changed."

v2.2

Thomas Gianni

GYPSY [TM] SCHEDULE ANALYZER

Rare

2

Prep

Make a run on R&D. If run is successful, do not access any cards. Instead, reveal cards one at a time from R&D until you reveal an agenda card or there are no cards left in R&D. Store the agenda, if any, in HQ and shuffle the other revealed cards, if any, into R&D.

v2.2

Douglas Shuler

LIBRARY SEARCH

Common

2

Prep

Make a run on R&D or HQ. If run is successful, access two additional cards if you used no noisy icebreakers during the run and if no trace attempts were made during the run.

"Sshhhh!"

v2.2

Corey Macourek

MEAT UPGRADE

Rare

2

Prep - Double

Remove up to two tags, at no cost, and draw three cards.

Playing a double prep costs two consecutive actions this turn instead of one.

They can make you gorgeous cheap, but to make you plain costs extra.

v2.2

David Seeley

NETWORKING

Common

3

Prep - Double

Gain [9].

Playing a double prep costs two consecutive actions this turn instead of one.

"It's not what you know or even who; it's how often."

v2.2

Thomas Gianni

PANZER RUN

Common

1

Prep - Double

Gain [4] and draw two cards.

Playing a double prep costs two consecutive actions this turn instead of one.

"So I just drive a truck from Point A to Point B? How hard can that be?"

v2.2

Brice Parker

RUNNING INTERFERENCE

Rare

2

Prep - Double

Make a run. During that run, the Corp must pay [X], in addition to the normal cost, to rez each piece of ice, where X is the rez cost of that piece of ice.

Playing a double prep costs two consecutive actions this turn instead of one.

"Look! A distraction!"

v2.2

Mark Tedin

Programs**EARLY WORM**

Common

4

Program - Icebreaker - Worm - 1 MU

[1]: Break wall subroutine.

[2]: +3 strength

"The Early Worm gets the bird ... from corporate sysops." - AI Boone

2

v2.2

James Allen

MATADOR

Common

4

Program - Icebreaker - Killer - 1 MU

[1]: Break sentry subroutine.

[3]: +5 strength

This little fella really cuts through the bull.

0

v2.2

Mark Tedin

MS-TODON

Common

4

Program - Icebreaker - Killer - Noisy - 1 MU

[1]: Break sentry subroutine.

[1]: +1 strength

The first time during each run that you break a sentry subroutine with MS-todon, lose all bits from all stealth cards, if you can, and the Corp gives you a tag.

This isn't running - it's stomping.

2

v2.2

Douglas Shuler

PSYCHIC FRIEND

Common

2

Program - Icebreaker - 1MU

[1]: Break code gate subroutine.

[2]: +1 strength until end of turn

"Call now for ten nanoseconds of icebreaking absolutely free! (10 eb each subsequent ns.)"

1

v2.2

Mike Kimble

RENT-I-CON

Rare

3

Program - Icebreaker - 2 MU

[1]: Break ice subroutine. At the end of this run, trash Rent-I-Con.

[1]: +1 strength

It's big and mean and lasts about sixteen microseconds.

2

v2.2

John Sledd

SCHEMATICS SEARCH ENGINE

Rare

2

Program - 1 MU

Whenever you access cards from HQ, expose all of the Corp's installed cards.

"Not only is the map the terrain - sometimes you can only get places by folding the map." - Edger

v2.2

Douglas Shuler

SUPERGLUE

Common

2

Program - 1 MU

[T]: Derez a piece of ice. Use this ability only if you have just broken all the subroutines of that piece of ice.

"Epoxy both your houses!" - Bard

v2.2

James Allen

Resources**CRASH SPACE**

Rare

2

Resource - Unique

Gain [1] at the start of each of your turns. All trace attempts are automatically successful, and give you a tag in addition to their other effects. If Crash Space leaves play lose [2].

A: Trash Crash Space.

Only one unique card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

v2.2

john Bolton

ELENA LASKOVA

Rare

3

Resource - Connection - Unique

Whenever you play a prep, gain an additional [1] the first time you gain bits from its effect.

Only one unique card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

"... But somehow you never go away thinking you got the best of the deal."

v2.2

John Bolton

EXECUTIVE FILE CLERK

Common

0

Resource - Connection - Hidden

[2],[T]: Look at all cards stored in HQ.

Hidden resources are installed face down, but are put into the trash face up.

"I only signed a noncompete agreement; it didn't say anything about nondisclosure."

v2.2

Phad Chadwick

SANDBOX DIG

Common

0

Resource - Hidden

[3], [T]: Look at the top three cards stored in R&D.

Hidden resources are installed face down, but are put into the trash face up.

"As long as the drones keep griping online, I'm in business."

v2.2

Mark Tedin